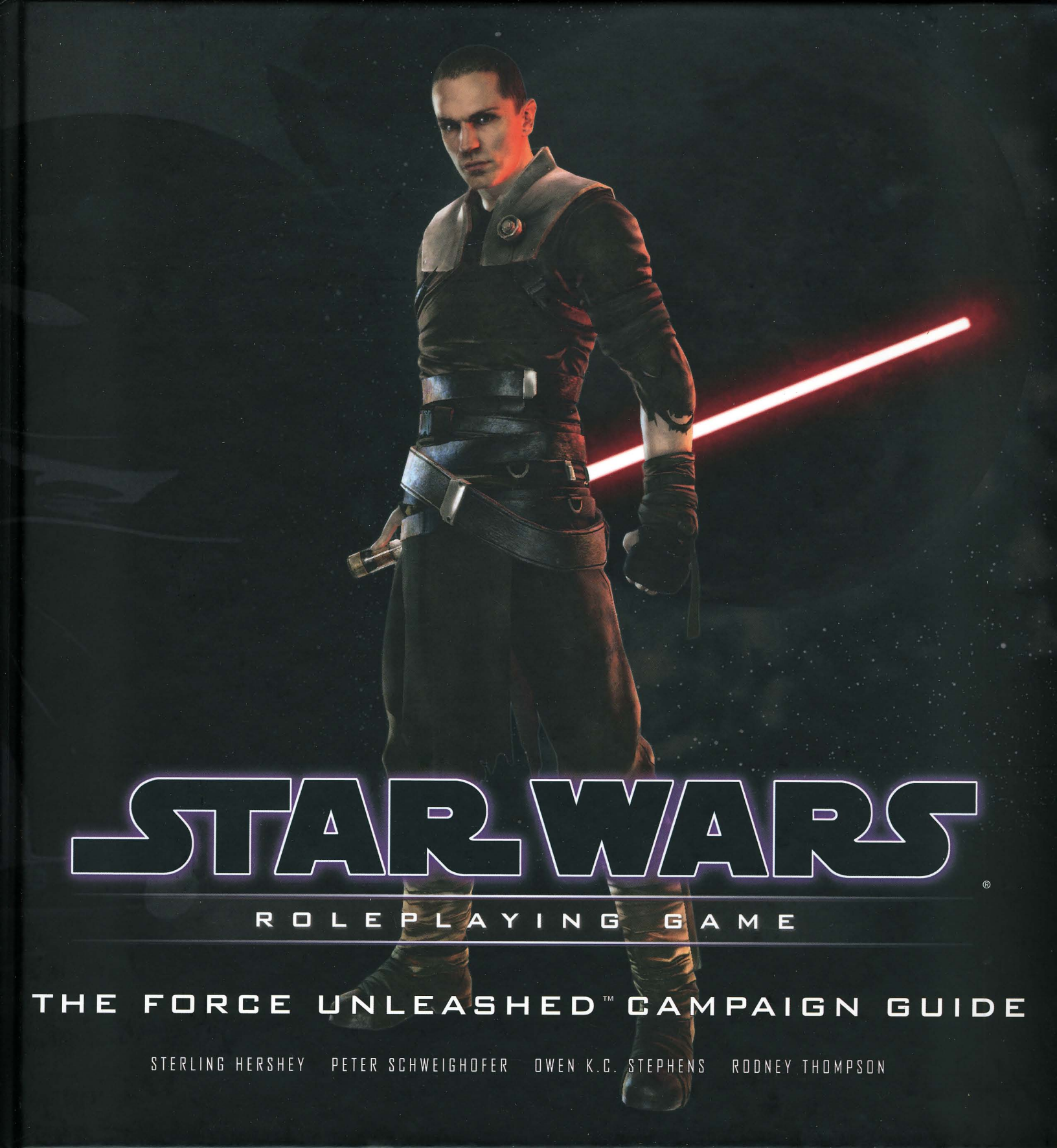


STAR WARS®

ROLEPLAYING GAME

THE FORCE UNLEASHED™ CAMPAIGN GUIDE

STERLING HERSHEY PETER SCHWEIGHOFER OWEN K.C. STEPHENS RODNEY THOMPSON

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INTRODUCTION





The Republic has fallen. The Jedi are all but extinct. The Sith rule the galaxy, and the Empire tightens its grip on star systems with no one to oppose it. Welcome to the Dark Times.

The Force Unleashed Campaign Guide is a resource for players and Gamemasters looking to set their adventures between the end of *Revenge of the Sith* and the years leading up to *A New Hope*. Within this book's pages is everything a player needs to create a hero who will take center stage during these treacherous years. Gamemasters will find this book invaluable when planning campaigns for this time period. It includes descriptions of the major heroes and villains of the era as well as advice on designing campaigns, adventures, and encounters appropriate to the setting. This campaign guide provides you with everything you need to run or play in a *Force Unleashed* campaign.

The Dark Times consist of the period beginning immediately after the conclusion of *Revenge of the Sith* and leading up to the foundation of the Rebel Alliance. This time frame encompasses the true rise of the Empire to full prominence and the descent of the galaxy into a less civilized age. These intervening years between movies are rife with opportunities to tackle adventures on totally new ground. This setting allows the players' characters to go on totally new adventures, experience worlds and events previously unseen in the *Star Wars* setting, and forge their own path to glory. A Gamemaster who runs a campaign in this era has nearly a blank slate for adventures to fill in, allowing him or her to explore a variety of options in storytelling without the need to worry about conflicting with continuity. Best of all, the heroes can make a difference in the galaxy without worrying about being overshadowed by the characters from the six *Star Wars* films.

The Force Unleashed Campaign Guide also ties in with the LucasArts video game of the same title, as well as the accompanying multimedia products that relate to the game. *The Force Unleashed* takes place during the Dark Times and follows the path of Darth Vader's first apprentice. Just as the game explores this rich setting, so too does *The Force Unleashed Campaign Guide* delve into the people, places, creatures, and technology of the game. However, where the protagonist of *The Force Unleashed* is Vader's apprentice, this book lets your heroes be Jedi, nobles, smugglers, bounty hunters, mercenaries, explorers, or any number of other character types of your choosing. Additionally, many of the characters featured in this book are also available as miniatures in the *Star Wars Miniatures: The Force Unleashed* expansion set, providing new options for running encounters in your campaign.

This book is far more than a mere description of the events of *The Force Unleashed*. Within these pages are the seeds of new adventures far beyond the scope of the video game, with heroes and villains hand-picked from throughout the *Star Wars* galaxy. Inside this book you will find new character options, new adventure scenarios, and a treatise on the far-reaching Galactic Empire that paints a vivid picture of just how deeply the galaxy has sunk into darkness.

What Is in This Book?

This book serves as the basis for playing in and Gamemastering a *Force Unleashed* campaign, set during the Dark Times between *Revenge of the Sith* and the Galactic Civil War. The book consists of two sections, one for players (the chapters in the front of the book) and one for Gamemasters (the chapters at the back of the book).

Chapter 1: Species covers new alien species relevant to a *Force Unleashed* campaign. This chapter includes species that have a significant history during the Dark Times, as well as species featured in *The Force Unleashed* game and the *Dark Times* comic series from Dark Horse Comics.

Chapter 2: Heroic Traits includes a wide array of new options for character creation: talents and talent trees, feats, new uses for skills, and new destinies for heroic characters. This chapter gives players everything they need to create heroes specifically designed to fit into the Dark Times.

Chapter 3: Prestige Classes presents new prestige classes for Dark Times heroes. These elite classes provide something for starting heroes to aspire to and exemplify the kinds of heroes found in a *Force Unleashed* campaign.

Chapter 4: Organizations gives heroes several sample organizations they can join, along with the benefits and requirements for membership. Additionally, if the heroes want to start their own organization, rules are included in this chapter for doing so.

Chapter 5: The Force offers new Force powers and talents, as well as an expansion of the Force-based prestige class features from the *Star Wars Roleplaying Game* Saga Edition core rulebook. This chapter also expands the options for Force-users from traditions other than the Jedi Order.

Chapter 6: Equipment and Droids covers the new weapons, armor, and other gear that heroes can purchase or find during the Dark Times. This chapter also includes new droids and new rules for heroic droids in a *Force Unleashed* campaign.

Chapter 7: Vehicles and Starships presents new modes of transportation for heroes in a *Force Unleashed* campaign. The vehicles and starships in this chapter are largely intended for player use, and it also includes deck plans for a space transport.

Chapter 8: The Force Unleashed Campaign begins the Gamemaster section and covers a wide variety of topics. This chapter helps Gamemasters capture the distinctive feel of the Dark Times setting, provides information on how things in the galaxy work, and covers many of the major themes that should be ever-present in a *Force Unleashed* campaign.

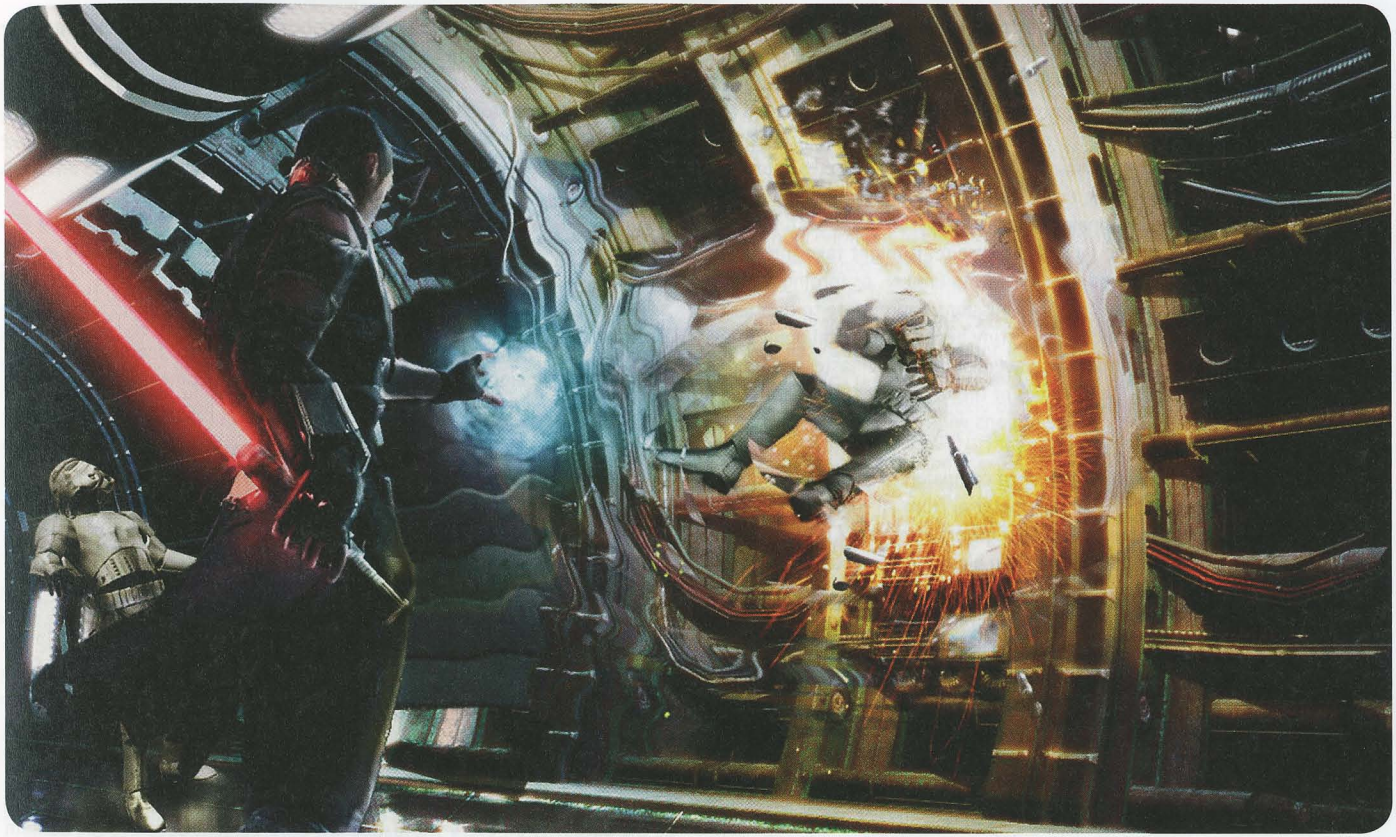
Chapter 9: Galactic Gazetteer gives a tour of the galaxy during the Dark Times. This chapter includes information on new worlds in a format similar to that found in the Saga Edition core rulebook. It also visits all the other major worlds and provides information on how each of those planets has changed during the Dark Times and what is true about the planet in this setting.

Chapter 10: The Empire is a collection of information covering the Galactic Empire. This chapter presents everything the Gamemaster needs to provide villains and other challenges for heroes in a *Force Unleashed* campaign, including NPCs, weapons, vehicles, and starships.

Chapter 11: Allies and Opponents covers characters and archetypes found in the setting that are not specifically related to the Empire. The characters in this chapter might serve as benefactors, enemies, comrades, or foes; they give the Gamemaster a variety of elements useful in fleshing out the galaxy during this time period.

What Is a Force Unleashed Campaign?

A *Force Unleashed* campaign is unlike other *Star Wars* campaigns in a number of ways, not the least of which is the role the heroes play in the story. In a *Force Unleashed* campaign, the heroes are among the few individuals brave enough to stand up to the Empire and fight for freedom from oppression. Luke Skywalker is still on Tatooine, Yoda is secluded on Dagobah, and the Rebel Alliance has not yet been formed. The Empire is everywhere, and the heroes have no one to turn to but themselves. They can truly make a difference in the galaxy, and it is up to them to strike the first blows against the Empire, showing the galaxy that it no longer has to submit to the will of the corrupt Emperor. The Sith might rule the galaxy unchallenged for now, but when your heroes take the fight to the Empire, the entire galaxy shakes with that battle's repercussions.



At first glance, a *Force Unleashed* campaign might seem similar to a campaign set during the Rebellion Era. After all, the Empire is still a far-reaching adversary, and the villainous Darth Vader and Emperor Palpatine still pose a threat to freedom everywhere. There are some key differences, however, between the Dark Times and the Rebellion Era. For one, the heroes play a much larger role in the galactic arena during the Dark Times than they would during the Rebellion. For another, the heroes of a *Force Unleashed* campaign truly forge their own path, taking on the Empire on their own terms without the Rebel Alliance looking over their shoulders. The galaxy is a far different place from what it is during the Galactic Civil War; Kashyyyk is still enslaved, Mon Calamari and Sullust have not openly rebelled, and the heroes of the Rebel Alliance have not yet stepped onto the galactic stage.

In a *Force Unleashed* campaign, the Empire is a monolithic entity whose influence can be felt even in the farthest outposts of the galaxy. The Empire has reached worlds previously inaccessible to the Old Republic; Shmi Skywalker claims that the Republic doesn't exist on Tatooine, but Han Solo and Luke Skywalker have to run from the Empire at Mos Eisley. Where once freedom and egalitarianism reigned, now only oppression and fear hold sway. Stormtroopers are on every corner, the Core Worlds are fortresses of Imperial power, and the intimidating visage of dagger-shaped Star Destroyers stand watch over the space lanes. During the Dark Times, the Empire is not distracted by the ongoing war with the Rebel Alliance, and it can devote its full resources to pursuing and destroying any opposition. Without the battles and skirmishes of the Galactic Civil War to draw away the attention of the Imperial Army and Navy, battalions of stormtroopers march through the streets of every city, and TIE fighters patrol the skies of every world. In no other time period is the Empire stronger or its reach longer, meaning that all heroes face an uphill battle.

More important, the heroes are by and large on their own in a *Force Unleashed* campaign. Although they could have wealthy benefactors and

benevolent allies, no Rebel Alliance exists to mount an organized resistance against the Empire. No secret Rebel bases are available to hide in or defend, and heroes have no Rebel resources to draw upon for dangerous missions. The Incom Corporation's executives have not yet defected, leaving the heroes to pilot either outdated ships from before the Clone Wars or starfighters that can put up at best an even fight against the ships that the Empire fields.

This situation also means that every hero's efforts are important. The heroes of a *Force Unleashed* campaign have a destiny, and that destiny is to strike the first blow against the monolithic Empire. It might take the form of rescuing someone from the oppression of the Empire, or forging a new path in the fringe, or any number of other missions appropriate to the Dark Times. Regardless, the heroes and their destiny become the focal point of a *Force Unleashed* campaign, without the players or the Gamemaster having to worry about conflicting with the destinies of the heroes from the films. The players are in control of heroes whose actions will have galactic repercussions, more so than in almost any other era.

A great advantage of a *Force Unleashed* campaign is that, for the first time, the setting encourages you to pull material from all six movies in the *Star Wars* saga. Heroes can shoot down TIE fighters, run from AT-ATs, or gun down stormtroopers just as easily as they can blast a V-wing starfighter out of the sky or engage a battalion of aging clone troopers in battle. Vehicles and starships from the Clone Wars are still heavily in use, and newer ships from the Rebellion Era are just now being invented. Heroes and villains from both the prequel trilogy and the classic trilogy can make appearances, and some in unexpected ways. During the Dark Times, heroes of the Rebellion such as Jan Dodonna and Crix Madine are still working for the Empire, making them dangerous foes whose tactical minds will one day help the Rebel Alliance defeat the Empire, but for now serve only to foil the heroes' plans. Moreover, a *Force Unleashed* campaign gives heroes the chance to face off against old enemies in new ways: Imagine squaring off in a space battle against Grand Admiral Thrawn during his prime, or finding that the young assassin you fought to a standstill was in fact Mara Jade during her training years. The heroes face a galaxy of possibilities, and old villains seem new again under different circumstances.

Of course, setting a game during this time period means that it is also far easier for a hero to be a Force-user, or even a Jedi, than in the Rebellion Era. Though most of the Jedi are destined to be hunted down and killed by Vader's minions by the time of the Rebellion, your heroes can play Jedi who have survived Order 66 and fight evil in secret. Alternatively, the variety of Force traditions available in a *Force Unleashed* campaign mean that a Jensaarai Defender or a Felucian shaman is just as viable as a character option as the aforementioned Jedi Knight on the run. Regardless, the Force can be with you in the Dark Times, and without it some heroes might not stand a chance.

Above all, as in much of the *Star Wars* saga, a *Force Unleashed* campaign is about heroes fighting villains. For now, the dark side of the Force holds sway, and heroes find themselves outnumbered and outgunned. This situation just makes their struggle that much more heroic, and when their victories come, they will be that much more legendary. Although the perils are great, and the odds are against the heroes, and the taint of evil is everywhere, get ready to grab your blaster or lightsaber, hop in your tramp freighter, and take the fight to the Empire!

Major Events

Though the Dark Times represent a new and unexplored time period in *Star Wars* history, certain major events are known to occur between the execution of Order 66 and the first salvos of the Galactic Civil War. The following major events should highlight some of the more prominent features of a *Force Unleashed* campaign and give both players and the Gamemaster a sense of what is going on in the galaxy around them at this point.

Establishment of the New Order

The Dark Times truly begin with the execution of Order 66 and Supreme Chancellor Palpatine's famous Declaration of a New Order speech. From this point the Empire begins its ascendancy toward total domination. With clone troopers spread throughout the galaxy for the Clone Wars, the Empire begins its reign with personnel almost everywhere from the first day. Regional governors are given a higher degree of control over their domains than ever before, and the Empire begins to crack down on dissent wherever it arises.

The military machine starts to extend its reach throughout the galaxy, with Star Destroyers hovering over every major planet. Machines of war, ostensibly there to protect the peace, now roll through the streets of every city from the Core to the Outer Rim. Imperial Moffs replace planetary leaders as the authority on every world, and law enforcement becomes the domain of stormtroopers and officers of the Empire.

Ascension of Imperial Leaders

Some of the galaxy's most tyrannical leaders rise to power during the Dark Times. Grand Moff Tarkin, the man who will eventually be responsible for the destruction of Alderaan, rises through the Imperial hierarchy during this time. Grand Admiral Thrawn revolutionizes Imperial naval tactics, while famous officers such as General Veers, Admiral Motti, and Admiral Ozzel continue their ascension to command roles. Imperial Intelligence reaches new levels of pervasiveness under the control of Armand Isard, and ambitious Moffs such as Jerjerrod and Tavira accumulate power the way a space slug accumulates mynocks.

This time period also sees the rise of several Imperial leaders who will go on to play a major role in the Empire's downfall. Rebel Alliance leaders such as Crix Madine and Jan Dodonna serve as Imperial officers for a time during

this period, though they will later defect to the Rebellion when the Empire's tyranny becomes too much for them to bear. Although they serve as Imperial agents during the Dark Times, the seeds of their defection have already been planted. Additionally, late in the Dark Times some famous heroes such as Han Solo even serve the Empire for a short time, but as it becomes apparent how deep the Empire's evil goes, they strike out on their own.

Growing Threat of the Dark Side

With the Sith dominating the galaxy and the Jedi Order nearly completely wiped out, it comes as no surprise that the agents of the dark side of the Force become prevalent during these years. The establishment of the Inquisitorius (the Empire's cabal of Jedi hunters) gives Jedi traitors and fallen Jedi a place to continue service under the Empire, while the Emperor and Vader begin training a small number of Force-users to serve as their personal servants. During the Dark Times, Emperor's Hands such as Mara Jade and Shira Brie have already begun their training, and they will start taking on missions for the Empire despite being merely teenagers.

The Emperor also allows the spread of dark side Force-users in other areas. The Prophets of the Dark Side, cultists and evil Force adepts from the world of Dromund Kaas, serve the Emperor and train his agents in the ways of the dark side. On the Emperor's personal fortress world of Byss, dark side adepts use Sith alchemy to create Imperial Sentinels, while the Emperor's elite Royal Guardsmen are taught the techniques of the dark side of the Force in their training as Sovereign Protectors. Everywhere throughout the galaxy, the presence of the dark side seeps in like the fetid waters of corruption.

Imperial Atrocities

With no one to oppose them, agents of the Empire commit atrocities on a scale previously considered unimaginable. The Empire razes the planet Caamas at Palpatine's command, leaving the planet devastated and inhospitable to the native Caamasi. Innocent beings on worlds controlled by the Empire are slaughtered, as in the case of the Ghorman Massacre (an event that would help mobilize early Rebels to action). Other worlds, such as Duro and Centares, are simply used up and discarded to improve the Imperial war machine.

Moreover, many species are subjected to the horrors of slavery, such as the Mon Calamari and the Wookiees. During this time period, non-Human aliens are treated as second-class citizens, and the Empire passes legislation with a distinct antialien bias. The Empire allows the Corporate Sector Authority to expand into nearly thirty thousand star systems, in the process coming into contact with and eventually exploiting a number of native alien species, with no regard for those species' rights. Even Humans from worlds out of favor with the Emperor find themselves trapped under the government's boots, making it a difficult time to be a citizen of any species.

A Less Civilized Age

Another side effect of the rise of the Empire is that criminal activity rises as well. Major criminal organizations see exceptional growth and prosperity, such as the Black Sun crime syndicate, mostly due to the fact that Imperial governors and bureaucrats were so prone to corruption. Many leaders will turn a blind eye to the crime and vice spread by these crime syndicates, allowing them to run rampant. Where once the decency of common citizens could hold criminals in check, the oppression of the Empire stamps out most of the resistance left in the general populace, leaving organized crime to prosper as never before.

In the wake of the Clone Wars, the Empire seizes control of the economic and trade assets of the former members of the Confederacy. This turn of events creates a commercial void as the Empire puts strict limitations on trade—a void that will quickly be filled by smugglers and criminal cartels. Large smuggling cartels, such as the one run by Jorj Car'das, engage in lucrative contraband operations across the galaxy. The black market flourishes, and despite Imperial efforts to crack down on criminals, in truth it is only legitimate businesses and their honest customers that suffer from Imperial regulations.

Corellian Treaty

The Dark Times conclude with the signing of the Corellian Treaty. Mon Mothma, Garm Bel Iblis, and Bail Organa create the document that officially establishes the Rebel Alliance, which is considered to be the act of treason that begins the Galactic Civil War. The treaty has its origins in a clandestine meeting on Corellia, but is finalized on Kashyyyk.

Unleashed Concepts

Throughout this book, you will find a number of pieces of art from the LucasArts video game, *The Force Unleashed.* Many of these pieces are concept art appearing for the first time anywhere in print, and all of the chapter introductions feature a montage of production images from the video game. These images help convey the tone and feel of *The Force Unleashed* and its setting, and they provide the most accurate representations of new characters, vehicles, and locales from the game.



Chapter 1
Species



The species of the Dark Times are as varied as in any other *Star Wars* era. However, certain species suffer greatly during this period. Some species might flee Imperial oppression or the destruction of their homeworlds. The Empire considers members of certain species to be escaped slaves, no matter where they dwell. Many must find refuge in remote and dangerous worlds, far from the Empire's reach. Travel for members of these species is always risky, and they live their lives in fear.

Any species available during the Rise of the Empire Era is suitable for a *Force Unleashed* campaign. Some of the species presented in this chapter are particularly useful for campaigns featuring *Force Unleashed* themes and abilities, but they are not restricted to those adventures. Other species play pivotal roles in the development of the new Empire, although not often to their own advantage.

Species Characteristics

Your character's species determines some of his or her qualities.

Common Languages: Of the languages mentioned in this chapter, only Gran is considered a common language in the galaxy.

Ability Adjustments

Find your character's species on the table below and apply the adjustments indicated to your character's ability scores. Use the next two tables to help determine age, height, weight, and any related adjustments to your character. See Chapter 2: Species and Chapter 7: Heroic Traits in the *Saga Edition* core rulebook for additional information.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Aleena	+2 Dex, –2 Cha
Caamasi	–2 Str, –2 Con, +4 Wis
Felucian	+2 Con, –2 Int
Gran	–2 Int, +2 Cha
Nosaurian	+2 Dex, –2 Cha
Talz	+2 Con, –2 Int
Togorian	+4 Str, –2 Int, –2 Wis
Togruta	+2 Dex, –2 Con
Whiphid	+4 Str, –2 Int, –2 Wis
Yarkora	–2 Dex, +2 Wis, +2 Cha

TABLE 1-2: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Aleena	0.8 m	50 kg
Caamasi	1.8 m	80 kg
Felucian	1.9 m	90 kg
Gran	1.6 m	80 kg
Nosaurian	1.4 m	75 kg
Talz	2 m	90 kg
Togorian	2.5 m	170 kg
Togruta	1.7 m	75 kg
Whiphid	2.5 m	55 kg
Yarkora	2 m	95 kg

TABLE 1-3: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Aleena	1–12 years	13–18	19–45	46–60	61–79	80+
Caamasi	1–11 years	12–15	16–49	50–76	77–89	90+
Felucian	1–8 years	9–19	20–49	50–70	71–85	86+
Gran	1–10 years	11–15	16–40	41–62	63–79	80+
Nosaurian	1–10 years	11–15	16–45	46–79	80–99	100+
Talz	1–3 years	4–8	9–25	26–40	41–52	53+
Togorian	1–9 years	10–14	15–44	45–64	65–79	80+
Togruta	1–11 years	12–17	18–54	55–74	75–94	95+
Whiphid	1–10 years	11–15	16–84	85–99	100–249	250+
Yarkora	1–10 years	11–18	19–64	65–94	95–124	125+

ALEENA

Aleena are a small reptilian species best known as galactic travelers. Their inborn curiosity coupled with strong dedication to family inspires them to tour most any part of the galaxy together. Aleena families show up even in the most unusual or dangerous locales, just to see the sights. However, although "galactic tourist" might be the Aleena stereotype, they also engage the galaxy in more civic ways. In the Republic, Aleena served in the Galactic Senate and as Jedi Knights and Masters. Squads of Aleena scouts even helped to defend Kashyyyk during the Clone Wars. In the Empire, the species has not garnered any special attention.

Aleena are quick and agile. Their metabolism allows them to burn a lot of energy in a short amount of time, giving them a significant boost to their speed and reflexes. Some Aleena use these natural skills as Podracers and pilots.

Personality: Aleena are adventurous and courageous. They have a great curiosity, which inspires them to travel extensively. They are quick in spirit as

well as in body, and they do not let the fact that they are one of the smaller species in the galaxy inhibit or intimidate them.

Physical Description: An Aleena is a short, reptilian biped that has large eyes and a wide mouth with small, sharp teeth. Its head tapers back from a wide face. Aleena have long bodies in comparison to their short arms and stubby legs. They are typically blue-gray in color.

Homeworlds: The harsh, arid world of Aleen in the Inner Rim.

Languages: Aleena speak Basic as well as their own language.

Example Names: Bogg Tyrell, Kazdan Paratus, Ratts Tyrell, Tsui Choi.

Adventurers: The curious nature of the Aleena might lead them most anywhere in the galaxy. Heroic Aleena are often scouts, pilots, and nobles. Up until the Dark Times, Force-using Aleena were regular members of the Jedi Order.

Aleena Species Traits

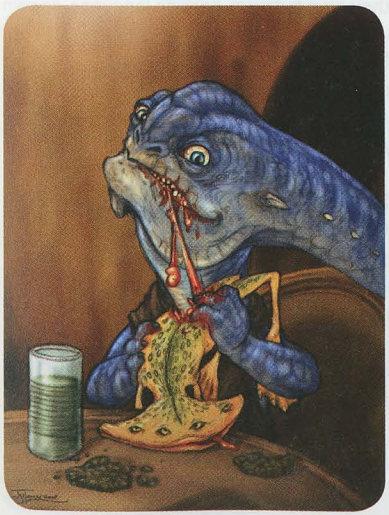
Ability Modifiers: +2 Dexterity, –2 Charisma. Aleena are extremely quick, but they have difficulty relating to other species.

Small Size: As Small creatures, Aleena have a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Aleena base speed is 4 squares.

Nimble: An Aleena can choose to reroll any Acrobatics check, but the result of the reroll must be accepted, even if it is worse. Aleena are quite adept at avoiding danger in combat when they can see it coming.

Quick Energy: Once per encounter, an Aleena can gain a temporary boost to quickness and reflexes. When this ability is activated as a swift action, an Aleena gains a +2 bonus on Dexterity-based skill checks and increases its speed to 8 squares. The energy lasts for a number of rounds equal to the Aleena's Constitution modifier (minimum 1 round). When the energy is expended, the Aleena moves –1 persistent step along the condition track. The penalties imposed by this condition persist until the Aleena takes at least 10 minutes to recuperate, during which time the creature can't engage in any strenuous activity.



Automatic Languages: Aleena and Basic.

Caamasi

The Dark Times are truly the Caamasi's darkest hours. Though they will not know it for decades to come, the Caamasi homeworld fell victim to one of the vilest plots of the new Emperor. Only a few months after the end of the Clone Wars, the Empire, with help from internal agents, hammered Caamas in a devastating orbital bombardment. The world was effectively destroyed, along with the vast majority of the Caamasi people. Most of those who survived were offworld at the time. A few would return to investigate rehabilitating the planet, but most relocated to refugee camps on Kerilt, Susevfi, and Alderaan. Kerilt and Alderaan would eventually host large colonies of Caamasi.

All Caamasi can create vivid telepathic memories called *memnii* (singular memnis), which can be shared with others of their species and with Jedi who possess at least a rudimentary command of telepathy. A *memnis* is as vivid to the one who receives it as it is to the one who participated in the event remembered. Caamasi are driven to share *memnii* as a form of collected history and ancestral wisdom. After the destruction of Caamas, *memnii* take on even greater importance as the only way for young Caamasi to know their lost homeworld.

Personality: Caamasi possess great moral strength and a deep respect for others. They are artistic, freethinking, gentle, and contemplative. They are also well-known pacifists.

Physical Description: A Caamasi's body is tall, lean, and covered in down. It has long arms with thin, three-fingered hands. The coloration of the downy coat is typically golden with purple rings around the eyes and three matching stripes on the tops of the head that extend to the shoulders. Less common colorations feature radically darker hues in the same patterns.



Homeworlds: The Core World of Caamas, prior to its devastation. The few survivors, along with Caamasi who were offworld at the time, migrated to Kerilt in the Algara system and also established a large colony on Alderaan (before that planet too was destroyed).

Languages: Caamasi speak, read, and write Caamasi and Basic.

Example Names: Elegos A'Kla, Ylenic It'kla, Releqy, Tegas Sulkec, Meqli Likarin.

Adventurers: As pacifists, Caamasi are never soldiers or similarly aggressive character types. Heroic Caamasi are typically nobles, particularly diplomats. Prior to the rise of the Empire, those extremely

rare Caamasi who are strong in the Force might become Jedi diplomats and consulars. During the Dark Times, Caamasi Force-users conceal their abilities.

Caamasi Species Traits

Ability Modifiers: –2 Strength, –2 Constitution, +4 Wisdom. Caamasi are renowned for their insight, not their physical strength.

Medium Size: As Medium creatures, Caamasi have no special bonuses or penalties due to their size.

Speed: Caamasi base speed is 6 squares.

Adept Diplomat: A Caamasi can choose to reroll any Persuasion check, using the better result.

Pacifism: As a standard action, a Caamasi can make a Persuasion check against the Will Defense of a single target within line of sight. If the check is successful, the target moves –1 step along the condition track if it makes any attacks before the start of the Caamasi's next turn. The target must be able to hear and understand the Caamasi for this ability to have any effect, and any single target can be affected only once at any given time (meaning that multiple Caamasi may not use this ability on the same target at the same time). This is a mind-affecting effect.

Memory Sharing: Caamasi can create strong, lasting memories and share them with others of their species through an inborn telepathy. Sharing a memory begins with taking a full-round action to initiate the link between two adjacent Caamasi; transferring a memory requires as much time as the events being recalled. The recipient of a memory must be willing to receive it. Experiencing *memnii* is not like receiving a photographic memory of those events, but rather a complete, immersive experience. Any character who receives a *memnis* from a Caamasi always gains favorable circumstances on Knowledge checks related to that memory.

Force-using characters can also receive *memnii* from a Caamasi with a successful DC 15 Use the Force check, made as a reaction.

Automatic Languages: Basic and Caamasi.

Felucian

Felucians are mysterious sentient beings native to the vast fungal swamps and jungles of Felucia. Though Felucia has long been colonized, the native Felucians avoided notice by living deep in the jungle. Such seclusion was easily maintained. Even the hardiest of colonists were loath to brave the perils of the dangerous wilderness without cause.

The Felucians are an unusual, amphibious species. They are highly adapted to surviving the wilds of their home planet, and fade easily into its confusing mass of plant life. They are equally at home on land or in the water, and they traverse the swamps with ease.

All Felucians are part of a single, planetwide tribe that is broken down into smaller villages and communities, each one led by shamans and chieftains. These shamans are very strong in the Force, using it to their own ends with incredible skill. (See page 222 for more about the Felucian shamans.)



Personality: Felucians are strange and alien beings who appear to operate on a different social level, much as the Tusken Raiders of Tatooine do. Most Felucians are subject to some rather wild mood swings, reacting to situations in a variety of (often surprising) ways. Their natural connection to the Living Force gives them a somewhat primal attitude.

Physical Description: Felucians are a tall, bipedal species. Both their arms and legs end in four, large webbed digits with suction-cup fingertips. Springing from the underside of each forearm is a second short arm, ending in three large and agile fingers. A Felucian's head is a thick mass of long flexible tendrils featuring illuminated tips. The eyes and mouth appear as black holes or openings within this mass.

Homeworlds: The swampy, fungal, forest-covered Outer Rim world of Felucia.

Languages: Felucians speak their own guttural, barking language, known as Felucianese.

Example Names: Gokkuul, Kargrek, Hagark.

Adventurers: Offworld Felucians are exceedingly rare. Heroic Felucians gravitate toward Force-using classes, though no Felucian is known to have ever joined the Jedi Order. Many are also scouts or soldiers.

Felucian Species Traits

Ability Modifiers: +2 Constitution, –2 Intelligence. Felucians must be tough to compete with the dangerous plants and animals of their homeworld, but they live in a relatively primitive state.

Medium Size: As Medium creatures, Felucians have no special bonuses or penalties due to their size.

Speed: Felucian base speed is 6 squares.

Breathe Underwater: As amphibious creatures, Felucians can't drown in water.

Low-Light Vision: Felucians ignore concealment (but not total concealment) from darkness.

Natural Camouflage: A Felucian can choose to reroll any Stealth check to sneak, using the better result.

Bonus Feat: Felucians gain Force Sensitivity as a bonus feat.

Force Blast: Once per encounter a Felucian can make an untrained Use the Force check to activate the *Force blast* power. A Felucian who takes the Force Training feat automatically adds a single use of the *Force blast* power to his Force power suite (for free) instead of this ability.

Primitive: Regardless of their starting class, Felucians gain Weapon Proficiency only for the simple weapons group.

Weapon Familiarity: Felucians treat the Felucian skullblade as a simple weapon instead of an exotic weapon.

Automatic Languages: Felucianese.

Gran

Gran originally came from the world and system of Kinyen in the Expansion Region. They are longtime members of galactic society, with numerous colonies. Although most of these colonies are peaceful, their colony on Malastare quickly became embroiled in a bitter conflict with the native Dugs, forcing the Gran to act aggressively to protect themselves.

Gran place society over self, and they receive training that complements both their personal talents and society's needs. The desire to maintain balance within society caused the Gran to establish alien-only areas of Kinyen. This was intended to restrict alien influence and avoid trouble between species, such as what happened on Malastare. During the Dark Times, the Empire has pushed the Gran leadership to grant access to all areas. When the Gran refused, Kinyen was subjected to orbital bombardment. The Kinyen Gran relented, but the incident inspired many Gran to resist the new Empire.



Personality: Gran are highly social and unable to stand solitude, or isolation from other Gran, for any length of time. Most are talkative, friendly, and hospitable. They are slow to anger. Gran friendships are for life. Gran from Malastare and other colonies follow looser social codes than those from the homeworld.

Physical Description: The beige-skinned Gran have three distinctive eye stalks with pitch-black eyes, ahead of small horns and large, triangular ears. Males and females have similar builds.

Homeworlds: Kinyen, with colonies on many other worlds, including Hok and Malastare.

Languages: Gran speak, read, and write Basic and Gran.

Example Names: Ainlee Teem, Aks Moe, Ask Aak, Baskol Yeesrim, Cera Vixe, Cruegar, Kea R-Lan, Mawhonic, Nadin Paal, Ree-Yees, Vee Naaq.

Adventurers: Heroic Gran are often nobles, scoundrels, scouts, and bounty hunters. Prior to the Dark Times, Gran Jedi consulars were common, and it is possible that some survived the initial Jedi purge. After the bombardment of Kinyen, individualistic Gran find themselves open to other methods of serving society, looking for new ways to resist the Empire.

Gran Species Traits

Ability Modifiers: –2 Intelligence, +2 Charisma. Gran are highly social creatures.

Medium Size: As Medium creatures, Gran have no special bonuses or penalties due to their size.

Speed: Gran base speed is 6 squares.

Darkvision: Gran ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Target Awareness: A Gran takes no distance penalties on Perception checks made to notice targets for the first 50 squares between the Gran and its targets.

Triple Vision: Once per encounter, a Gran can aim by taking a single swift action instead of two swift actions.

Conditional Bonus Feat: A Gran with the Point Blank Shot feat gains Precise Shot as a bonus feat.

Automatic Languages: Basic and Gran.

Nosaurian

The Nosaurians are bipedal reptilian creatures native to New Plympto. They are a proud but embattled species. A crumbling economy unaided by Republic restrictions forced the Nosaurians to join the Confederacy of Independent Systems. After the defeat of the CIS, the Nosaurians tried to carry on the fight, only to be crushed by Darth Vader's stormtrooper contingent, the 501st. The Dark Times brought the Nosaurians defeat, enslavement, and the systematic exploitation of their world by their new Imperial masters.

The Nosaurians have several unusual abilities and customs. They have black-and-white vision, which is rarely a hindrance. They can produce a brief flash of bright light from the interior of their mouths at will. Some Nosaurians use this trait to signal each other at great distances in the dark forests of their homeworld. At sunset (or at mysterious and inopportune moments when offworld), they "sing down the sun" at the top of their lungs, even when they are unable to see the sun.

Personality: Nosaurians are naturally gregarious and even-tempered. However, the brutal annihilation of their forces and the enslavement of much of their population at the end of the Clone Wars left them embittered and angry. Both the Empire and Humans in general bear the brunt of Nosaurian anger in the following decades.



Physical Description: Nosaurians' thick skin ranges in color primarily from light green to black, with other colors less common. A Nosaurian's head features a prominent ridge of horns, serving both as a natural headdress and as a weapon. Old and battle-scarred Nosaurians often have broken or damaged horns.

Homeworlds: The forested and swampy planet of New Plympto in the Core Worlds region.

Languages: Nosaurians speak, read, and write Basic as well as their own language, which is a complex collection of sounds featuring barks, warbles, and hissing, plus a written language consisting of two alphabets and metaphors about nature, the weather, and seasons.

Example Names: Fefar Blackeye, Bomo Greenbark, Clegg Holdfast, Churra Leafhorn, Moco Minkfruit.

Adventurers: Nosaurian adventurers can be of any class. Soldiers and scoundrels are most common during the Dark Times; these are often veterans of the Clone Wars trying to avoid Imperial notice.

Nosaurian Species Traits

Ability Modifiers: +2 Dexterity, –2 Charisma. Nosaurian reflexes are quick, but their demeanor is abrasive toward other species.

Medium Size: As Medium creatures, Nosaurians have no special bonuses or penalties due to their size.

Speed: Nosaurian base speed is 6 squares.

Climber's Heritage: All Nosaurians have Climb as a class skill.

Natural Weapon: A Nosaurian has natural weapons, in the form of horns. When a Nosaurian makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of piercing damage with that attack instead of normal unarmed damage. Nosaurians are always considered armed with their natural weapons.

Survival Instinct: A Nosaurian can choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Basic and Nosaurian.

Talz

The Empire subjugates the Talz very early in the Dark Times. The New Order wasted no time in secretly enslaving the race and forcing them to mine the mineral wealth of Alzoc III. The Talz do not understand the motives of their new masters, but they can do little but comply. Those few Talz who escape must hide themselves among the fringes of the galaxy, lest the Imperials send them back to their homeworld. During this time, almost no one in the galaxy at large knows that the Talz even exist.

Although primitive, the Talz are quick learners and take to technology quite well. Their two sets of distinctive eyes allow them to see at all times—one set works in bright light, the other in total darkness. Their thick fur is suited to the frigid temperatures of Alzoc III.

Personality: Talz are gentle, kindhearted, and slow to anger.

Physical Description: A Talz is completely covered in shaggy white fur. Each one has four black eyes, plus a proboscis for talking and eating, and two large hands with sharp talons.

Homeworlds: Alzoc III, a frozen world in the Outer Rim system of Alzoc.

Languages: Talz speak their own language of buzzing and chirping sounds.

Example Names: Foul Moudama, Arvor, Bama Vook, Forfur, Gar, Muftak, Rugg, Toffik, Veefa, Voruf.

Adventurers: Talz are usually fringer-based scoundrels, and they are a quick study when introduced to technology. Few Talz are Force-users.

Talz Species Traits



Ability Modifiers: +2 Constitution, –2 Intelligence. Alzoc III winters make the Talz strong and resilient, but they have had little chance to learn and develop intellectually.

Medium Size: As Medium creatures, Talz have no special bonuses or penalties due to their size.

Speed: Talz base speed is 6 squares.

Darkvision: Talz ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Natural Weapon: A Talz has natural weapons, in the form of sharp claws. When a Talz makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Talz are always considered armed with their natural weapons.

Conditional Bonus Feat: Talz learn how to use technology very quickly. A Talz who has Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.

Automatic Languages: Talz.

Togorian

Togorians are predatory, aggressive nomads and fearless warriors. In the days of the Republic, Togorian pirate fleets were a known menace. The Republic was unsuccessful in quelling this threat, but the new Empire has the drive and the firepower to crush the fleets. During the Dark Times, pirate fleet survivors are likely to seek their fortunes aboard non-Togorian ships and in non-Togorian organizations.

Togorians in a group are led by the largest, most aggressive, and most ruthless individual among them. They have little honor, but prefer fights against other Togorians to be face-to-face combat. Males and females have little contact with each other. The males are nomadic, often using domesticated mosgoth flying lizards as mounts. The females live in the cities, tending animals and seeing to the Togorians' limited technological pursuits.

Personality: Togorian males respect strength above everything else. To that end, they often seek to prove themselves in melee combat against worthy opponents, especially members of other powerful species. Other species mistrust Togorians, for they are treacherous, foul, and temperamental. Togorian females are equally aggressive and vicious, but are much less likely to leave their homeworld.



Physical Description: Togorians are muscular, stand on legs with two knees, and have retractable, razor-sharp claws. Their piercing jade eyes provide them with excellent vision, even in low light. A Togorian's thick fur is normally jet black or black with orange stripes.

Homeworlds: The temperate world of Togoria, featuring isolated cities among vast savannas, deep canyons and great, deep forests.

Languages: Togorians speak their own language, plus Basic.

Example Names: Dankin, Dh'rang, H'sishi, Keta, Mezgraf, Mrrov, Muuurgh, Qrrulla, Rowv, Ruukas, Sarrah, Seendar.

Adventurers: Togorians in the galaxy at large are often pirates, outcasts, or exiles. They naturally find their way to criminal enterprises, serving as hired muscle or in other brutal pursuits. They prefer to create their own pirate bands, and they scheme to take over any band they do not lead. Togorian heroes are usually soldiers or scoundrels. They have little aptitude for technology. The few Togorian Force-users are rarely trustworthy and likely to fall to the dark side in short order.

Togorian Species Traits

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom. Togorians are strong and tough, but not terribly bright or learned.

Large Size: Large. Togorians take a –1 size penalty to Reflex Defense and a –5 size penalty on Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Togorian base speed is 6 squares.

Feline Reflexes: Togorians gain a +1 species bonus to Reflex Defense.

Low-Light Vision: Togorians ignore concealment (but not total concealment) from darkness.

Physical Intimidation: When using the Persuasion skill to intimidate, Togorians use their Strength bonus instead of their Charisma bonus when determining the check modifier.

Automatic Languages: Basic and Togorian.

Togruta

Togruta are natives of the planet Shili, a world of dense forests, wild scrublands, and ever-growing urban areas. The most striking features of Togruta are their brightly colored horns, head, tails, and skin. These patterns serve as a sort of camouflage that helps them stalk prey through the red and white, meter-tall turu-grass of the scrublands.

Togruta are natural pack hunters and work effectively in large groups. Individualism is generally discouraged, but despite this fact, most Togruta leaders gain power and prestige through expressions of individuality.

Outsiders often believe that Togruta are venomous. Although no one knows how this rumor was started, Togruta do use their sharp incisors to kill one of their favorite meals, the small, rodentlike thimiars. Outsiders who witness this event could mistake the thimiar's death throes for the result of poisoning.

Personality: Togruta are social, outspoken, perceptive and attentive. They prefer to work in groups and are adept at complex social interaction within a known group.

Physical Description: A Togruta has an oval face flanked by striped, curved horns and a long head tail. Elaborate red and white patterns adorn the face, while a Togruta's body and limbs display red and white stripes.

Homeworlds: Shili in the Expansion Region, a planet featuring small communities within dense forests and hidden valleys.

Languages: Togruta speak Basic and Togruti.

Example Names: Ashla, Raana Tey, Codi Ty, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Shaak Ti, Vika Saaris, Ahsoka Tano.

Adventurers: Strong-willed, highly independent Togruta leave their homeworld to "hunt among the stars." Togruta are often nobles, scouts, or soldiers, or become Force adepts, but can belong to any class.



Togruta Species Traits

Ability Modifiers: +2 Dexterity, –2 Constitution. Togruta are quick on the hunt but more delicate than some races.

Medium Size: As Medium creatures, Togruta have no special bonuses or penalties due to their size.

Speed: Togruta base speed is 6 squares.

Pack Hunter: Togruta deal an extra 2 points of damage on melee attacks against opponents they flank.

Sneaky: A Togruta can choose to reroll any Stealth check to sneak, but the result of the reroll must be accepted even if it is worse.

Spatial Awareness: Togruta can sense their surroundings using passive echolocation. Togruta ignore all cover and concealment when making Perception checks to notice targets within 10 squares.

Automatic Languages: Basic and Togruti.

Whiphid

Whiphids are nomadic hunters, living on and making seasonal migrations across the vast tundra of their homeworld. Whiphid society is primitive and tribal, with each tribe led by a Spearmaster. They live for the hunt and the thrill of the kill. When they were discovered by traders during the Old Republic, the Whiphids were quite taken with the traders' technology. Since that time, numerous Whiphids have left their tribes behind in search of a lucrative and more comfortable life elsewhere in the galaxy.

Personality: Whiphids are natural predators. They enjoy the hunt as much as the kill. Outsiders might be surprised by their agreeable and outgoing personalities, especially when some Whiphid must learn the difference between "friend" and "food" the hard way. A combination of greed and lack of scruples lead many into the shady side of galactic society.

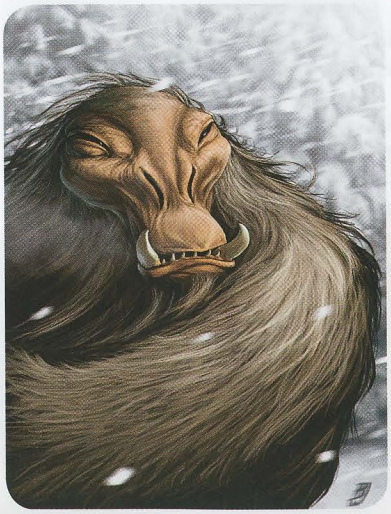
Physical Description: Whiphids are bulky bipeds covered in light brown or golden fur. A Whiphid's lower jaw sports two large tusks. Whiphids vary in bulk and size depending on the climate they live in. They often shed some weight on hotter worlds to prevent overheating.

Homeworlds: The tundra world of Toola, in the Kaelta system in the Outer Rim.

Languages: Whiphids have no written language. They speak their native tongue of barks and growls, also called Whiphid.

Example Names: J'Quille, K'Kruhk, Jempa, Wapnji, Aiks Fwa, Ch'Unkk, D'Wopp, Fillin Ta, Valarian, Waroopa.

Adventurers: Though primitive, Whiphids are eager to explore the galaxy. Offworld Whiphids quickly pick up the use of technology. Many Whiphids follow their natural predatory instincts to become soldiers, bounty hunters, or mercenaries. Nobles are uncommon. Force-ensitive Whiphids are rare, but not unheard of.



Whiphid Species Traits

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom. Whiphids are typically strong, but many lack experience in the wider galaxy.

Large Size: Whipids take a –1 size penalty to Reflex Defense and a –5 size penalty on Stealth checks. Their lifting and carrying limits are double those of Medium characters.

Speed: Whiphid base speed is 6 squares.

Insulating Fur: Their thick fur gives Whiphids a +5 species bonus to Fortitude Defense to resist extreme cold.

Natural Weapon: A Whiphid has natural weapons, in the form of sharp claws. When a Whiphid makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Whiphid are always considered armed with their natural weapons.

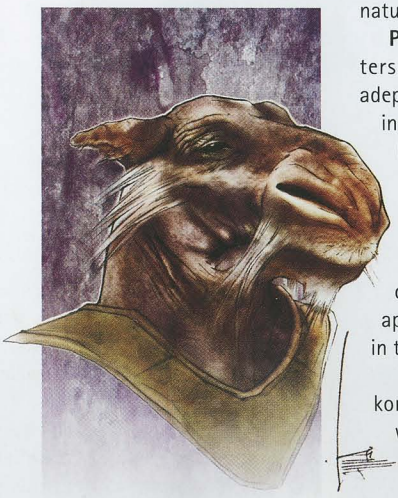
Scent: Whiphids have an extremely strong sense of smell. At close range (within 10 squares), Whiphids ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see "Survival," page 73 of the Saga Edition core rulebook).

Automatic Languages: Whiphid.

Yarkora

Yarkora are among the most mysterious species in the galaxy. Though individual Yarkora have made their way in the vast, galactic underworld for many decades, the species as a whole managed to escape formal notice until after the Battle of Yavin. During the Dark Times, the Yarkora perform the activities they are known for: information brokering, petty theft, and the occasional con job.

Yarkora are adept at gathering information, aided by their acute senses of sight and hearing. Most Yarkora try to keep a low profile by acting alone. However, those who find a ship or gang useful have no trouble gathering the needed henchmen, thanks to their natural charisma.



Personality: Yarkora are masters of manipulation. They are adept at plying others for desired information while revealing very little about themselves. True friendships between Yarkora and other species are rare. Exploitation of the moment is more to their liking. They often promote a distinguished appearance, even when dressed in the lowliest of garb.

Physical Description: A Yarkora has three-fingered hands with large black nails and a prominent snout flanked by tufts of hair. The body of a Yarkora is covered in short, smooth, usually beige fur.

Homeworlds: Unknown.

Languages: The Yarkora speak Basic and use their own language only among themselves.

Example Names: Adaka-Vanae, Haesh-Rulan, Nemor-Jelak, Rault-Sanik, Saelt-Marae, Schurk-Heren.

Adventurers: Yarkora adventurers are usually nobles or scoundrels. Though many are loners, some might join groups or crews when doing so suits their needs. Such alliances are typically fragile, since their reputation as thieves, con artists, and information brokers precedes them. There are few known Yarkora Force-users.

Yarkora Species Traits

Ability Modifiers: –2 Dexterity, +2 Wisdom, +2 Charisma. Yarkora are charismatic and street smart.

Medium Size: As Medium creatures, Yarkora have no special bonuses or penalties due to their size.

Speed: Yarkora base speed is 6 squares.

Confusion: As a defense mechanism, all Yarkora can use a combination of motions and sounds to distract and deter potential enemies. Once per encounter as a standard action, a Yarkora can make a Deception check against the Will Defense of all targets within 6 squares. If the Deception check result equals or exceeds a target's Will Defense, that target does not threaten any squares until the end of the Yarkora's next turn. This is a mind-affecting effect.

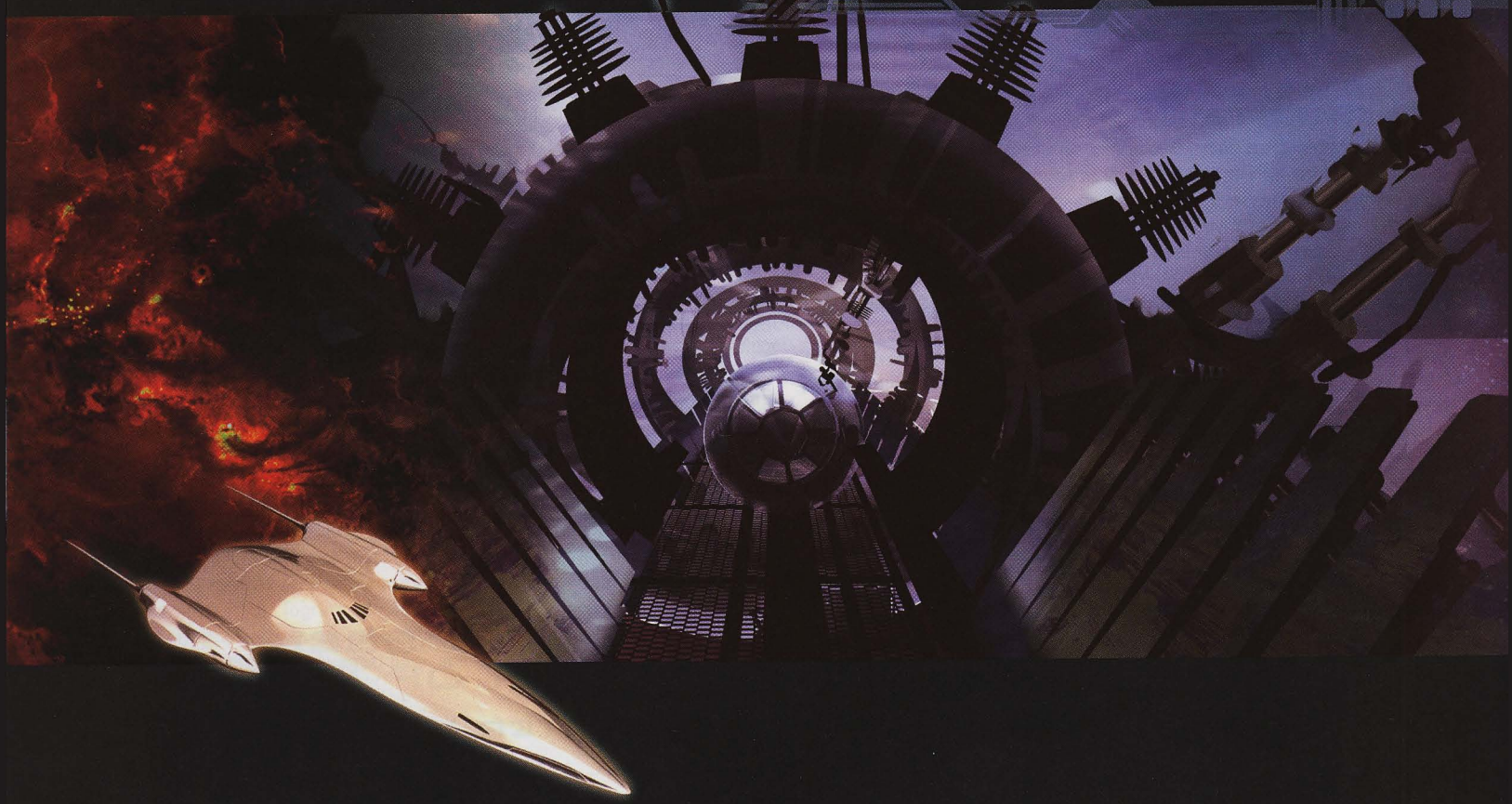
Deceptive: Naturally gifted at manipulation, a Yarkora can choose to reroll any Deception check, but the result of the reroll must be accepted even if it is worse.

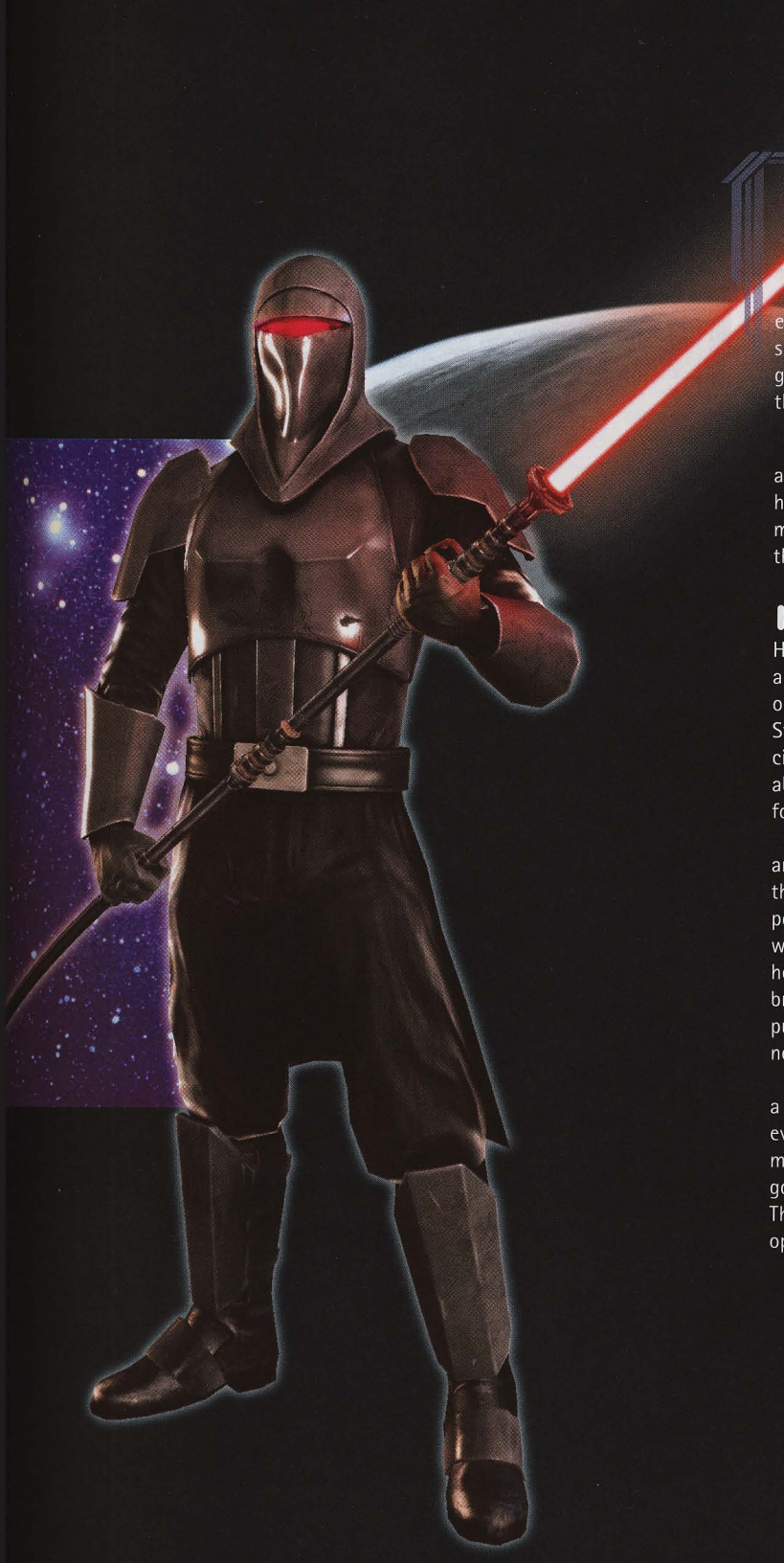
Streetwise: Yarkora are adept at collecting information from a variety of sources. All Yarkora have Gather Information as a class skill.

Automatic Languages: Yarkora speak Basic and Yarkora.

"I HAVE SEEN ENOUGH OF WAR."
– MASTER K'KRUHK, WHIPHID JEDI

Chapter II
Heroic Traits





The Dark Times naturally bring new and diverse challenges to all character types. In this chapter, players will find information on creating Dark Times heroes, including story considerations, new uses and talents for the standard classes, plus new feats and expanded skills usable by all classes. A couple of existing prestige classes gain access to new talents, and new destinies suited to the Dark Times are described. Finally, new Unleashed abilities give non-Force-users equally interesting and powerful options similar to the Force Unleashed abilities in Chapter 5: The Force.

In *The Force Unleashed Campaign Guide*, it is assumed that the characters are heroes fighting against the evils of the galaxy. Generally speaking, the heroes are fighting the Empire and its supporters, plus criminal factions that might prove troublesome. Although it is possible to play darker roles using this book, the focus is on the forces of good.

Heroic Origins

Heroes are created through a combination of circumstance and personal ability. How heroic would Luke Skywalker have been if he had remained on Tatooine? He had significant innate talents and powers, but the Death Star would not have been destroyed if he had remained at home. Though circumstances beyond his control forced him from his homeworld, his own abilities and desires enabled him to turn those negatives into a great victory for the Rebellion and ultimately the galaxy.

Why does your character become a hero? Your character could come from any region of the galaxy and any level of society. Heroes might emerge from the impoverished classes, the masses of everyday workers, the spacefaring population, or the most elite royal houses. A hero could be a noble angry with a government that abuses its power; a soldier who questions whether he's fighting on the right side; a scout who fears that the Empire could bring desolation to the worlds she discovers; a Jedi fleeing from the Imperial purge; or a scoundrel with a heart of gold who realizes that money means nothing without freedom.

What pushes your character to leave his or her comfortable life to pursue a furtive and dangerous war against a seemingly invincible Empire? Not everyone perceives from the start the threat posed by Imperial tyranny. For many people, Palpatine's New Order seems to be no more than a shift in government policies to help bring peace and prosperity back to the galaxy. Those who fight the Empire have come to the realization that someone must oppose this brutal dictatorship before it enslaves people in every system.

One of the following basic themes might define your character's circumstances prior to becoming a hero.

Imperial Persecution: The Jedi Knights, witnesses to the horrors of Order 66, and other Imperial dissenters bear firsthand testimony to the savage cruelty of Palpatine's intentions for the New Order. The experience of merciless execution or persecution defines this hero's origin. Those lucky enough to escape become targeted by the Empire. Many who openly oppose Palpatine's rise become the targets of swift and brutal reprisals. How can anyone sit back and let the Empire enslave entire worlds after witnessing the slaughter of the Jedi Knights?

Although your hero's primary goal remains fleeing from Imperial persecution, he or she might choose to take a stand and openly oppose the Empire. This opposition could take the form of many activities that could aid a budding resistance movement: establishing safe havens, scavenging supplies for survival, finding allies to help in the fight. These heroes seek to remain in hiding, for each foray into civilized society brings the risk of exposure, betrayal, capture, and death. Former Republic Senator Garm Bel Iblis is an example of a hero forged by direct Imperial persecution.

Gradual Oppression: As the Empire expands its power throughout the galaxy, its oppressive policies affect the lives of more and more people. At first, only those directly targeted by the New Order—the Jedi Knights, enslaved aliens, and obvious enemies of the Empire—feel its immediate wrath. But once Imperial forces subdue these threats, they expand their policies to encompass entire regions, sectors, and worlds. They take over major industries, tighten their grip on trade and space travel, and dominate local governments. In many cases, the exact means of implementing Imperial policy falls to military officers and governors who also pursue corrupt agendas of their own.

Many people, fearing for their lives, simply look the other way and hope they never fall victim to such direct cruelty. But these incidents cause others to question the Empire's authority and their own complicity in its far-reaching treachery. As the incidents continue to become more frequent and more outrageous, these individuals abandon their former lives to fight the Empire. General Crix Madine is an example of how repeated atrocities and exposure to the Empire's truly ruthless nature could cause a loyal Imperial soldier to defect to the resistance.

Mistaken Suspicion: Imperial forces don't make fine distinctions in identifying and persecuting enemies of the Empire. They arrest people on fabricated evidence, vindictive rumor, mistaken circumstances, and sometimes even sheer whim. Some people living complacent, law-abiding lives realize the true extent of the Empire's effect on society when they're subjected to unjust measures for supposedly betraying the Imperial government (or any authority associated with it).

A hero with this origin might have suddenly found himself unjustly persecuted for a supposed association with the resistance. Perhaps someone reported seeing the hero talking with a suspected dissenter or Imperial opponent. A business or social contact might have connections with the resistance that place the hero's loyalty in question. Maybe one of the hero's enemies decided to make his life miserable and fabricated evidence that he's secretly undermining the Empire's authority. Whatever the specific reason, the hero becomes a target for Imperial oppression and chooses to fight like a soldier rather than submit like a victim.

Such unfortunate circumstances naturally breed dissent among those who wouldn't ordinarily rise against the Empire. Those who were arrested under

The Birth of a Hero

A certain moment in a hero's past usually inspires or forces him or her to take on the Empire. This incident defines why a hero emerges from the masses and what motivates him to fight Imperial oppression. Players should decide how their heroes came to realize the Empire's treacherous nature through some anecdote or past encounter that sheds light on their character's background.

Select a heroic origin from this section or create one of your own choosing. Expand on the concept to build an incident in the character's recent past based on that theme. Embellish that incident by including specific locations, allies, and enemies. Ideally, these background stories offer the Gamemaster inspiration for campaigns and adventures. This could include locations and recurring heroic and nonheroic allies and opponents. The more details players invest in their heroes' background stories, the more material they offer the Gamemaster for use in enriching the campaign and populating it with key locations and personalities key to specific heroes.

When creating a heroic back story, players should answer several key questions:

- What circumstances caused the hero to join the fight against Palpatine's New Order? (Choose one of the heroic origin stories as inspiration and customize it to fit the hero.)
- Who is the prime adversary in a hero's back story who could return to present challenges in the future? A vindictive Imperial officer? A relentless Imperial Inquisitor?
- Who might aid the hero in escaping the prime adversary, fleeing the area, or joining a resistance cell?
- Where does the hero go after deciding to oppose the Empire? Does she maintain her normal life as a cover and carry out clandestine operations, or does she dive into the life of a renegade insurgent? (The Gamemaster might offer a suggestion based on where and how the heroes first meet at the beginning of a campaign; see "A Gathering of Heroes," page 124.)

false pretenses might meet members of a real resistance group while imprisoned. When released, they could prove receptive targets for recruiters seeking new blood for their underground political or military organizations.

Moral Conscience: A few astute individuals immediately perceive the sinister nature of Palpatine's rise to power and his use of Imperial forces and policies to tighten his grip on the galaxy. Unlike most people, these heroes have the perspective and time to analyze the Empire's methods and discern its ultimate motives. Some might participate in the workings of galactic government as diplomats, nobles, and politicians. Others, such as newsnet reporters and university professors, serve the public good by analyzing or chronicling current events. These heroes realize they must take a moral stand against Imperial oppression.

These heroes gain the advantage of choosing to fight on their own terms. Because they see the Empire's true intent early on, they can choose to oppose its policies either openly or covertly. Such heroes can fight the Empire from the familiar covers of their legitimate lives, or they might abandon their former lives altogether and join a band of other heroes directly working to overthrow the Empire. Mon Mothma and Bail Organa are examples of this type of hero.

The Heroic Classes

Each of the heroic classes from the Saga Edition core rulebook is presented here as it relates to the Dark Times. Each class discussion features new talents, some added to existing talent trees and others as wholly new trees. These talents can also be used in other eras, subject to the Gamemaster's approval.

Jedi

Order 66 decimated the Jedi. The few surviving Jedi are in hiding, although some still resist the Empire in their own, limited ways. It is thought that around two hundred Jedi survived Order 66, but that number is dwindling. The Empire, Darth Vader, and Vader's apprentice hunt them down and destroy them at any opportunity. Most Jedi do not dare to demonstrate their abilities in public, for to do so eventually attracts unwanted Imperial attention.

While in hiding, some Jedi Masters and Knights attempt to train their own Padawans, hoping to restore the Jedi Order someday. Early in the Dark Times, some Jedi banded together and attempted to destroy Darth Vader, only to find that they could not withstand the combined might of the Empire and the dark side. This served as a dire warning to all others. Some Jedi decide that the Order is truly dead. They take no apprentices, set aside their lightsabers, and try to fade into the background. And a few who cannot cope with the destruction of the Order turn to their own dark methods of exacting revenge where they can.

Jedi player characters face significant challenges during the Dark Times. The general public fears them and often regards them as traitors. Even those who do not believe the Jedi rebellion stories are reluctant to offer too much aid, lest they attract the attention of the Imperials. Many hunt the Jedi, including the Empire and bounty hunters seeking good money. A Jedi can be turned in by almost anyone.

No formal training structure exists anymore, and no financial or material support is forthcoming from any other Jedi. A Jedi character's background and goals depend greatly on the exact time frame of the campaign. Described below are typical scenarios that can be adapted to your game. The benefits of each scenario are optional and must be approved by the Gamemaster.

Order 66 Survivor: Somehow, you survived Order 66. Perhaps you were on a world that was not involved in the fighting, or you were traveling through hyperspace. Perhaps you fought your way out of a clone ambush. Maybe you escaped the attack on the Jedi Temple. You might be a Jedi of any rank: Padawan, Knight, or Master. You might be alone, or with other Jedi. In any case, you were raised at the Temple and received at least some formal Jedi training. Your biggest question is, now what? Fight the Empire? Try to train new Jedi? Try to find those in hiding? Disappear into the galaxy?

As an Order 66 survivor, you know that some Jedi assets or connections still exist. Once per week, you can make a Gather Information or Knowledge check to gain access to old Jedi accounts, find former supporters, or locate old lesser known archives and caches. Failure might alert the Empire or others to your attempt.

The Isolated Master: You were trained by a Jedi in hiding some years after Order 66. You never entered the Jedi Temple, and your training is only as good as your instructor's teaching abilities. Perhaps he or she was a Knight or Master, but that person could also be a former Padawan, doing the best he or she can with limited knowledge of the Force. It is equally possible that your Master has developed his or her own ideas about the Force. The destruction of the Order and the power of the dark side might have tainted your teaching, a fact you might not be aware of.

During your training, your Master imparted many stories and anecdotes about the Force, Jedi, and the Republic. The usefulness of this information was not always apparent at the time, but becomes helpful as you develop or travel the galaxy. Once per week, you can make a Knowledge check or use the *farseeing* power to gain additional insight about your current situation. Failure might mean that your incomplete knowledge leads you to the wrong conclusion or down the wrong path.

Self-Trained: You are strong in the Force, but you have never been formally trained as a Jedi. You are learning what you can, but are desperately seeking a Master for advanced instruction. You search the galaxy for any sign of the hidden Jedi or other Force traditions. You probably don't own a lightsaber, or perhaps one has been passed down to you by a family member

or old friend. You keep your abilities carefully hidden, for as with all other Force-users, exposure means certain doom.

You are highly skilled at concealing your Force powers. When you are actively trying to prevent someone from discovering your talents, you can use your Use the Force bonus in place of your Deception bonus when making a Deception check to deceive an opponent. However, your limited knowledge of the Force makes you less skilled at concealing its use from other Force-users. They can reroll Use the Force checks and use the better result when using the sense force application of that skill to locate you.

New Jedi Talents

The following talents are intended for use with the Jedi class.

Jedi Consular Talent Tree

The following new talents belong to the Jedi Consular talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Cleanse Mind: Once per turn as a swift action, you can remove one ongoing mind-affecting effect (such as the effects of Demand Surrender or Weaken Resolve talents, or the effect of being moved to the end of the condition track by the Adept Negotiator talent, or the ongoing effects of the *mind trick* Force power) from a single allied target within line of sight.

Force of Will: You gain a +2 insight bonus to Will Defense.

Also, as a swift action, you can spend a Force Point to give all allies within 6 squares of you a +2 insight bonus to Will Defense that lasts for the remainder of the encounter. This bonus does not extend to allies outside the range of the effect, even if they move within 6 squares of you later on. Allies who benefit from this talent must remain within 6 squares of you to retain the insight bonus, and they lose it if you are knocked unconscious or killed. This is a mind-affecting effect.

Jedi Guardian Talent Tree

The following new talents belong to the Jedi Guardian talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Guardian talent tree can choose from these talents as well.

Forceful Warrior: When you score a critical hit with a lightsaber, you gain 1 temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost.

Mobile Combatant: When you end your movement adjacent to an opponent, you can spend a swift action to activate this talent. If the designated opponent moves or withdraws before the beginning of your next turn, you can choose to move with that opponent, up to a total distance equal to your current speed. Unless your opponent uses the withdraw action or makes an Acrobatics check to avoid attacks of opportunity, its movement provokes an attack of opportunity from you for the first square moved as normal (but not subsequent squares in the same movement). If your target moves farther than your speed, you must still end this movement closer to the target than you began.

Jedi Sentinel Talent Tree

The following new talents belong to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Dampen Presence: When you interact with another sentient creature, you can use a swift action to reduce the impression you leave on it. When you have finished interacting with the creature, you make a Use the Force check, and if the check result exceeds the target's Will Defense, it does not remember interacting with you once you are gone. A target that is higher in level than you gains a +5 bonus to its Will Defense to resist this ability. This is a mind-affecting effect.

Steel Resolve: When you use a standard action to make a melee attack, you can take a penalty of –1 to –5 on your attack roll and add twice that value (+2 to +10) as an insight bonus to your Will Defense. This bonus may not exceed your base attack bonus. The changes to attack rolls and Will Defense last until the start of your next turn.

Noble

The galaxy is in flux. The abrupt end of the Clone Wars and the rise of the Empire has left worlds, entire species, and important economic powers scrambling to find their place in the New Order. During this time, skillful diplomats and negotiators are needed everywhere, from the high and mighty halls of government to the lower reaches of backwater planets and the dangerous underworld. Nobles of all backgrounds fill these needs.

Early in the Dark Times, the members of the true nobility must decide their allegiances very quickly. Do they support the Empire wholeheartedly and hope to reap the benefits of Imperial rule, despite the costs? Do they resist the Empire, in the hope that their worlds or organizations can break away or fade into the background? If so, do they openly rebel or work in secret? Perhaps some even work for the Empire as informants and double agents, attempting to ferret out opponents of the New Order.

For nobles on the fringe of society, the Dark Times bring a multitude of new opportunities. When the galaxy changes from Republic to Empire, crime lords, smugglers, and less than legal merchants have plenty of governmental confusion to cover their activities. As the Empire solidifies its hold and improves its efficiency, the fringe finds itself forced into more remote locales.

As always, nobles use their abilities to rally others to their cause. With the changing galaxy of the Dark Times, nobles find that their words carry

more weight and the issues have long-term consequences. The right decision could be the difference between relative freedom and Imperial troops arriving at your door, or invading your world.

Idealistic nobles seek out like-minded individuals. Anti-Empire ideologues might eventually find those who are secretly working to free the galaxy, such as Mon Mothma, Bail Organa, or Garm Bel Iblis. Others might inspire outlying worlds to resist Imperial intrusion, in the hope that such remote or unimportant places will be passed over, at least for the time being. These nobles spread the early seeds of resistance and rebellion against the Empire.

New Noble Talents

The following talents are intended for use with the noble class.

Inspiration Talent Tree

The following new talent belongs to the Inspiration talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Inspiration talent tree can choose this talent as well.

Willpower: You can share your strength of will with your allies. Once per encounter as a swift action, you can grant all allies within line of sight a +2 morale bonus to their Will Defense. This bonus lasts for the remainder of the encounter, and once it is granted your allies need not remain within line of sight with you to retain this bonus. You may not use this talent on yourself.

Prerequisites: Inspire Confidence.

Ideologue Talent Tree

Your zeal and dedication to your cause is inspirational. It motivates your allies and demoralizes your enemies.

Instruction: Once per encounter, as a standard action, you can boost the competence of one of your allies within 6 squares. That individual gains the ability to make a single skill check using your skill modifier (except Use the Force); this skill check must be made before the end of the encounter, or the benefit is lost.

You can select this talent multiple times. Each time you do so, you gain one additional use of this talent per encounter.

Idealist: Your confidence empowers you, giving you the ability to withstand the harmful influence of others. You can add your Charisma bonus in place of your Wisdom bonus to your Will Defense.

Prerequisite: Charisma 13.

Know Your Enemy: You are well versed in the strengths and weaknesses of enemies of your cause. As a swift action, you can select a single enemy within line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, you immediately learn any two (your choice) of the following pieces of information: target's base attack bonus or attack bonus with a particular weapon, any one defense score, any one skill modifier, or the presence of any one talent or feat (you choose the talent or feat, and the Gamemaster reveals whether or not it is present).

Known Dissident: You are a well-known opponent of a large and influential government or organization (such as the Empire or the Corporate Sector Authority). Officials of any level are loath to take action against you, lest they inadvertently promote your cause. As a standard action, you can make a Persuasion check against the Will Defense of a single opponent within line of sight that can hear and understand you. If your Persuasion check succeeds, that opponent may not attack you or any vehicle you occupy until the start of your next turn. If the target is of higher level than you, it gains a +5 bonus to its Will Defense, and the target must be able to hear and understand you. If the target is attacked, the effect of this talent ends. This is a mind-affecting effect.

Prerequisite: Know Your Enemy.

Lead by Example: Your bravery and skill inspires others to follow your lead. Once per encounter, when you successfully deal damage to an enemy, you can choose to grant all allies a +1 circumstance bonus on attack rolls and +1 die of damage on non-area attacks against that target for the remainder of the encounter.

Lineage Talent Tree

The following new talents belong to the Lineage talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Lineage talent tree can choose from these talents as well.

Influential Friends: You have influential contacts within a certain organization, planet, or region who can provide concrete information to you on certain subjects. Once per day, you can have one of those contacts make a skill check on your behalf. The contact always takes 20 on the skill

Influential Friends

The Influential Friends talent grants a noble an automatic high skill check result that is the result of calling in favors from some well-connected allies. Some Gamemasters might wonder what the talent really represents. In essence, when a noble uses this talent, he calls in a favor from a contact, who sends a representative who has that skill (or just conveys the result of the skill check) to the heroes. For example, if the heroes need information on a crime lord but have no one trained in Gather Information, the noble uses this talent, and his contacts supply the heroes with the information from the resulting Gather Information check. Likewise, if the heroes need to get past a security checkpoint in a very important mission, the noble calls upon his influential friends to have a Deception check made to provide the heroes with high-quality fake identification and paperwork. The heroes must have access to planetary or interplanetary communications systems to use the talent.

check (even if the skill would normally not allow taking 20) and has a skill modifier equal to 5 + one-half your heroic level. Contacting your influential allies and receiving the benefit of the skill check takes a number of minutes equal to 10 × the skill check result.

Prerequisite: Connections.

Powerful Friends: You have a powerful contact who has an extended sphere of influence. The contact could be an Imperial Senator, a high-level military officer, a regional governor, an infamous crime lord, or another person of similar significance. Once per encounter, you can invoke the name or office of your powerful friend and take 20 on one Persuasion check, with no increase in the time needed to make the check.

Prerequisites: Connections, Influential Friends.

Scoundrel

The Dark Times offer plenty of potential for opportunistic scoundrels. Much like nobles, scoundrels flourish when times are uncertain, thanks to changing rules, laws, and governments. Scoundrels take advantage of new rules, confused officials, and shifting alliances.

The galaxy's changing attitudes force new people into the scoundrel class. Former Republic officials or former loyalists who never sought a life on the fringe could suddenly find themselves outcasts. Those who have declared themselves seditionists or traitors to the Empire are forced to the fringe of society and discover they need new skills for survival.

Scoundrels are found throughout the galactic fringe as smugglers, rogues, pirates, freedom fighters, privateers, future Rebels, and radical dissidents of



the New Order. Even those who maintain their high social or military status in the new Empire might find scoundrel abilities useful as they learn to work against the Empire behind the scenes.

Smugglers, in particular, find the mixture of confusion and new governmental regulation working to their advantage. Some organizations, and even entire planets, suddenly find themselves on the outside of the New Order and need illicit transport or the delivery of vital goods, without Imperial entanglements. Groups in need might be future Rebels, former CIS worlds, isolated anti-Imperial colonies, or purely criminal enterprises taking advantage of the situation. Smugglers find new opportunities at every level of society, whether for the sake of a cause or simply for the credits.

New Scoundrel Talents

The following new talents are intended for use with the scoundrel class.

Slicer Talent Tree

The following new talents belong to the Slicer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Slicer talent tree can choose from these talents as well.

Electronic Forgery: You can use your Use Computer modifier in place of your Deception modifier to create a deceptive appearance with forged electronic documents.

Prerequisite: Trained in the Use Computer skill.

Electronic Sabotage: You excel at causing havoc with computers and electronics. As a standard action, you can lock down a computer terminal by making a Use Computer check, making it potentially difficult for anyone else to access. That computer is considered unfriendly to anyone other than you who attempts to use it, and the result of your Use Computer check replaces the computer's Will Defense on an attempt to change its attitude. This effect ends if anyone else succeeds in adjusting the computer's attitude to indifferent. You cannot take 20 on this Use Computer check.

Prerequisite: Trained in the Use Computer skill.

Security Slicer: You are an expert in electronic security. When you make a Mechanics check to disable a security system, you can do so without the help of a security kit. Additionally, something goes wrong only when you fail the Mechanics check by 10 or more.

Prerequisite: Trained in the Mechanics skill.

Smuggling Talent Tree

Smuggling is part skill, part talent, and part luck. The most notorious smugglers in the galaxy get along by making use of their quick wits and savvy.

Art of Concealment: Some smugglers are adept at hiding contraband and weapons, even on their person. When making a Stealth check to conceal an item, you can take 10 even under pressure. Additionally, you can conceal an item as a swift action.

Fast Talker: Smugglers must be quick to explain discrepancies in their cover stories. Once per day, you can take 20 on a Deception check as a standard action when attempting to deceive.

Prerequisite: Art of Concealment.

Hidden Weapons: If you draw a concealed weapon and attack a target that failed to notice the item in the same round, that target is considered flat-footed against you. You can draw a concealed item or a stowed item as a move action. Additionally, if you have the Quick Draw feat, you can reduce this to a swift action.

Prerequisite: Art of Concealment.

Illicit Dealings: Smugglers have a knack for locating and negotiating illicit deals. When using Persuasion to haggle for restricted, military, or illegal goods you may roll twice, keeping the better result.

Surprise Strike: Sometimes a smuggler has to fight his way out of a bad situation. If you fail any Deception check to convey deceptive information, you can initiate combat and make a single unarmed attack as a free action in the surprise round (or with a melee or ranged weapon, if you have the Quick Draw feat); all other combatants are considered surprised even if they are aware of you.

Scout

In the Dark Times, scouts find their traditional public roles as explorers greatly diminished. Growing Imperial control over the space lanes and official galactic exploration forces many of the freethinking scouts to seek new areas of employment. Some move into the corporate world, searching for new systems or planetary regions rich in resources. Others specialize and restrict their knowledge to certain worlds. In the meantime, Imperial scouts continue with galactic exploration, albeit based on the ideals and priorities of the New Order.

Scouts often take part in extended missions. It is not unusual during this time for a scout to return to a bewildering new reality in the galaxy, even years after the fall of the Republic. For these scouts, the Empire has appeared out of nowhere, along with a restrictive bureaucracy. Their former employers might no longer live or exist. Worse, for most scouts, their employers might have been targeted as enemies of the Empire, arousing immediate suspicion of those individuals among customs officials or other authorities.

Given their knowledge of the less traveled regions, their individualistic nature, and their stealth and survival skills, it is not unusual for scouts to be tapped by organizations for clandestine operations. Some scouts become informers or outright spies for resistance groups, criminal lords, or even the Empire.

New Scout Talents

The following new talents are intended for use with the scout class.

Awareness Talent Tree

The following new talent belongs to the Awareness talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Awareness talent tree can choose this talent as well.

Reset Initiative: Scouts are highly aware of their surroundings and able to take advantage of the slightest opportunities. Once per encounter, at any time after the first full round (that is, the first full round after the surprise round, if one occurs), the scout can set his Initiative to his current Initiative +5.

Prerequisites: Acute Senses, Improved Initiative, trained in the Initiative skill.

Spy Talent Tree

Scouts are often capable of getting into areas unseen, and they make excellent spies thanks to their survival instincts and aptitude for stealth.

Blend In: You know the tricks of body language and movement that allow you to disguise your appearance without elaborate materials or efforts. You can use your Stealth modifier in place of your Deception modifier for the purpose of creating a deceptive appearance. You are considered trained in the Deception skill for the purpose of using this talent. If you are entitled to a Deception check reroll, you can reroll your Stealth check instead (subject to the same circumstances and conditions).

Incognito: Spies are adept at concealing their identities, even if not using a physical disguise. You can reroll your Deception check for the purpose of creating a deceptive appearance, using the better result.

Prerequisite: Blend In.

Improved Surveillance: When you successfully use the Surveillance talent, you grant yourself and your allies a +1 insight bonus to all defenses against that target.

Prerequisites: Surveillance, trained in the Perception skill.

Intimate Knowledge: Experienced spies and scouts remember many details from previous assignments, providing insights on later missions. Once per encounter as a standard action, you can take 20 on a check involving a Knowledge skill you are trained in, or take 10 on a check involving a Knowledge skill you are untrained in, even if circumstances would not normally allow you to take 10 or 20.

Prerequisite: Surveillance.

Surveillance: As a full-round action, you can make a Perception check against a single target within line of sight. The DC is equal to 15 or the target's Stealth check result (if the target is actively trying to remain hidden), whichever is greater. If the check is successful, you grant yourself and all allies within line of sight a +2 insight bonus on attack rolls against that target until the end of your next turn. Your allies must be able to hear and understand you to benefit from this bonus, and they do not lose the benefit of this talent if they move out of line of sight after it is used.

Prerequisite: Trained in the Perception skill.

Traceless Tampering: Spies specialize in leaving no evidence of their presence when they tamper with advanced electronics or basic mechanical systems. When using Mechanics to disable a device, you automatically leave no trace when tampering (with no DC increase), and you must fail by 10 or more (instead of 5 or more) before something goes wrong.

Soldier

Early in the Dark Times, soldiers are everywhere. The Clone Wars have just ended, and soldiers were needed on all sides. However, with the war's end and the rise of the Empire, warriors have returned to their homes and their lives. The number of actual soldiers has diminished, while the number of former warriors has increased many times. The early Imperial armed forces were filled out with clone troopers, but regular army, navy, and other soldiers were soon needed as the Imperial armed forces grew at a rapid rate.

Soldiers who were not desired by the Empire, or who were unwilling to support the new government, had many other possibilities. Some joined local planetary forces, private corporate armies, mercenary groups, and even resistance fighters. Many of these were non-Humans forced from Imperial service. Pre-Rebellion resistance groups benefited greatly from this development. Mercenary units and criminal organizations also received a great boost in ability, aptitude, and wartime experience.

New Soldier Talents

The following talents are intended for use with the soldier class.

Mercenary Talent Tree

Mercenaries are blasters-for-hire who sell their services to the highest bidder. Though money might motivate them, few types of soldiers are more capable of operating independently. Talents from this tree can be used to qualify for the elite trooper prestige class, in addition to those listed in the *Saga Edition* core rulebook.

Commanding Presence: Once per encounter, you can activate this talent as a swift action. Until the end of the encounter, all your enemies within 6 squares of you take a –2 penalty to their Will Defense. This is a mind-affecting fear effect.

Additionally, Persuasion is now considered a class skill for you.

Dirty Fighting: Once per encounter, if you successfully damage an opponent with a melee or ranged attack, you reduce the target's damage threshold by 2 for the remainder of the encounter.

Feared Warrior: Your abilities on the battlefield are well known and feared. When you reduce an enemy to 0 hit points with an attack, you can make a Persuasion check as a free action against all targets within 6 squares. If your Persuasion check exceeds a target's Will Defense, that target takes a –2 penalty on attack rolls for the remainder of the encounter. This talent affects any given target only once per encounter. This is a mind-affecting fear effect.

Prerequisite: Commanding Presence.

Focused Warrior: Your training makes you confident and disciplined in combat. When you successfully deal damage to an opponent in combat, you gain a +5 morale bonus to Will Defense until the start of your next turn. You lose this bonus to Will Defense if you are surprised or flat-footed for any reason.

Ruthless: When you deal damage to a target with a melee or ranged attack roll that exceeds the target's damage threshold, you gain a +2 bonus on damage rolls against that target for the remainder of the encounter.

Prerequisite: Dirty Fighting.

Skills

Skills in the *Star Wars* Saga Edition *Roleplaying Game* cover a broad range of uses under their general titles. Below are new specific uses for some of the skills in the game. However, a skill could apply in situations even when specific rules are not provided in the skill description. It is up to the Gamemaster to determine when a skill is applicable, or if an ability check is more suitable.

Acrobatics

Fighting against the Empire takes heroes to a variety of worlds, some of which have low or high gravity, and many struggles take place in the depths of space. The following new uses of the Acrobatics skill are available to anyone who is trained in the Acrobatics skill.

Low and High Gravity Environments (Trained Only): You can make a DC 20 Acrobatics check to negate the penalties to attack rolls in low and high gravity environments (see page 256 of the Saga Edition core rulebook).

Zero-Gravity Environments (Trained Only): You can use the Acrobatics skill to help maneuver in zero-gravity environments (see page 257 of the Saga Edition core rulebook). When crossing wide spaces or traversing congested areas, you can make an Acrobatics check (at no penalty) to arrive on target. As a swift action, you can make a DC 20 Acrobatics check to lessen your attack roll and skill check penalty to –2, instead of the normal –5.

Climb

Some worlds have severe conditions that make climbing even more difficult than normal. The following new rules apply to anyone making Climb checks under extreme conditions.

Extreme Conditions: Climbing in extreme conditions (high altitude, weather, temperature, or unusual climbing surfaces) brings additional challenges. Proper climbing and survival gear is required. Extreme conditions can increase the DC by 5 for each circumstance in addition to the regular DC modifiers. Specialized climbing gear can negate these penalties to Climb checks under those conditions; typically, such gear costs the same as a field kit.

Deception

Heroes of the Dark Times often have to go to great lengths to keep their activities hidden from the omnipresent Empire. The following new uses of the Deception skill allow heroes to keep their clandestine activities hidden from the Empire, and offer a few surprises for those who get too close.

Creating a Diversion to Hide an Item: You can use Deception to help you quickly hide an item while you are being observed. A successful Deception check that equals or exceeds the target's Will Defense gives you the momentary diversion you need to attempt a Stealth check to hide the item on or near your person while the target is aware of you (see page 73 of the Saga Edition core rulebook).

Feign Haywire (Droids Only): You can simulate a droid going haywire by popping open some of your access panels, moving erratically, and making an assortment of electronic and mechanical noises. As a full-round action, you can make a Deception check, comparing the result to the Will Defense of all targets within line of sight. If the result of the Deception check is equal to or greater than a target's Will Defense, that target is considered flat-footed against you. If you take any action, the deception ends at the end of your turn, and targets are not considered flat-footed against you after the deception ends.



Gather Information

Trained spies and information analysts can pore over data gathered by their agents, picking out a larger picture from smaller pieces of information. Enemies of the Empire must make do with what little information they can gather. The following use of the Gather Information skill is available to any hero who has Gather Information as a trained skill.

Analysis (Trained Only): You can better assess the information obtained by yourself or others. Once per day, after accumulating data from previous Gather Information checks by yourself or others, you can make an additional Gather Information check to analyze the data. The base DC is 15, modified by the reliability of the data's source. Particularly complete data from a reliable source could grant a +10 competence bonus, while incomplete data from a questionable source might impart a –5 to –10 penalty to the skill check. A successful analysis check adds +10 to the final result of each of the original Gather Information checks, revealing any additional information that was available at the higher DC.

Mechanics

During the height of the Empire's tyranny, it often becomes difficult to procure specific weapons or equipment, especially for seditious activity. As a result, many resourceful would-be rebels learn to make do with what they have on hand, creating the weapons and gear they need from scratch. The following new use of the Mechanics skill can be used by anyone who has Mechanics as a trained skill.

Build Object (Trained Only; requires tool kit): You can make a Mechanics check to construct an object (other than a droid) from scratch and/or with manufactured parts. Building an object requires a proper tool kit, raw materials, and possibly access to an electronics or machine shop. Some objects are beyond the ability of most characters. The raw materials for an object cost the same as the completed object, though heroes who have the Scavenger feat (see page 35) can often come up with raw materials scrounged from other equipment. Use the costs given in chapter 6 of the Saga Edition core rulebook as a guide. Remote locations, rare parts, or expensive materials might raise the costs to double, triple, or even higher.

When building an object, determine the object's final hit points based on the statistics on Table 9–1, page 151 of the Saga Edition core rulebook. For vehicles, use the actual hit points of the completed object. All objects being built in this manner start at 0 hit points. Each hour that you work on building an object, make a Mechanics check and refer to the table below. Success indicates you build 1d8 hit points' worth of the object's total hit points. When the item reaches full hit points, it is completed and can be used as normal.

Larger items require more time to build than smaller ones. Multiply the object's hit points based on the table below for the purpose of determining how long it takes to build the object (when completed, the object's hit points are unchanged). For example, a Large manufactured object has 10 hit points. However, since it is a Large item, it effectively has 50 hit points for the purpose of determining how long it takes to build the object (how many hit points you must build before it is completed). When completed, the object has 10 hit points as normal.

ITEM TYPE	DC	DESCRIPTION
Simple	10	Item easily created from a few raw materials, using common tools and parts.
Moderate	25	Item requiring basic electronics, special materials, and/or specialized knowledge.
Complex	40	Item requiring significant design and manufacturing skills, sophisticated parts, and special facilities.

CIRCUMSTANCE	DC
Based on well-known item	–5
Detailed knowledge of specific item	–10
Have detailed schematics for the object available	–10
Poor quality materials	+10

SIZE	MULTIPLIER
Medium	×2
Large	×5
Huge	×10
Gargantuan	×20
Colossal	×50
Colossal (frigate)	×100
Colossal (cruiser)	×200
Colossal (station)	×500

Persuasion

During the height of the Empire's power, money continues to grease the wheels of bureaucracy. Bribery can be a powerful means of getting things done, and the taint of the dark side is no more visible than in the corruption of the Empire's officials. The following new uses of the Persuasion skill allow heroes in a *Force Unleashed* campaign to bribe their enemies and communicate with other intelligent species.

Bribery: You can use the Persuasion skill to attempt to bribe government officials or other individuals of influence. The Persuasion check DC depends on the perceived risk to the official's position (if the bribe is discovered) modified by the nature of your request (how dangerous the request is and how much of a bribe you're offering).

Risk	DC
Request is within official's regular duties	10
Request is outside official's duties, but within his ability	20
Request is outside official's duties, and not easily concealed	30

Bribery Modifier	DC Modifier
Request is personally dangerous to official	+15
Bribery amount is double the going rate	–10
Bribery amount is quadruple the going rate	–15
Bribery amount is ten times the going rate or higher	–20

Improvised Communication: You can use the Persuasion skill to attempt to communicate with someone who does not understand your language or to nonverbally convey an idea (such as communicating silently with another hero while both of you are infiltrating an Imperial facility). As a move action, you can attempt a Persuasion check to improvise communication with another being. The target must be able to see you, and you can communicate only simple concepts. The check DC is equal to 20 minus the target's Intelligence modifier. If the target of your improvised communication has agreed upon signals for certain concepts in advance, reduce the Persuasion check DC by 5.

Concepts that can be communicated include (but are not limited to) "Be quiet," "Go," "Hello," "Help," "I am hungry/thirsty," "Pick this up," "Put that down," "Stay here," "Stop," and "Thank you." The Gamemaster can allow other simple concepts to be communicated, as long as they can be easily communicated nonverbally.

Stealth

Covert action and clandestine resistance often call for the ability to hide things in places other than on your person. A vehicle can be hidden among a large pile of crates in a warehouse, or contraband can be hidden deep within smuggling compartments aboard starships.

Conceal Large Items: As a full-round action, you can attempt to conceal or hide a large item inside a room, behind a piece of furniture, inside a hidden compartment, or within a shipboard locker or other location. A large item is one that is the same size category as you or larger. Other characters can notice a concealed object or, if the item has total concealment, discover a telltale sign that something is amiss (such as unusual scratches, fibers, or smells) by making a successful Perception check (opposed by your Stealth check result). A character gains a +10 circumstance bonus on his Perception check if he is in the same square as the item or an adjacent square. Rooms or containers specifically constructed to conceal items can grant an equipment bonus of +5 to +20 (for features such as top-of-the-line smuggler's compartments) on your Stealth check. You may not take 20 on this check, but you may take 10.

Survival

Hiding from the Empire often means traveling to the farthest reaches from the galaxy, far off the beaten path and away from civilization. The following application of the Survival skill is available to any character who has Survival as a trained skill.

Extended Survival (Trained Only): You are trained in methods of long-term survival in the wild. If you are required to survive in an uncivilized area for more than 48 hours, you can make a DC 20 check to find a suitable location for a basic shelter and campsite. Success reduces the DC for your basic Survival checks by 5 during those days spent using the campsite.

Feats

The new feats presented here are available in any era. Some feats are especially appropriate for *Force Unleashed* campaigns and should contribute to character concepts commonly found in this time. The Unleashed feat is used in *Force Unleashed* campaigns and usually requires Gamemaster approval before it can be selected by players.

Advantageous Attack

You know how to take advantage of slow-moving enemies in combat.

Prerequisite: Base attack bonus +1.

Benefit: When you make a successful attack against an enemy who has not yet acted in combat, you add your full heroic level to damage rolls.

Normal: Typically you add only one-half your heroic level to damage rolls.

Advantageous Cover

You know how to make the best use of available cover as shelter from enemy attacks.

Prerequisite: Trained in the Stealth skill.

Benefit: When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Reflex Defense.

Normal: You take no damage from area attacks when you have cover only if the attack roll misses.

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies
Advantageous Cover	Trained in the Stealth skill	Gain the additional benefits from cover
Angled Throw	Dex 13	Ignore cover with grenades and grenadelike weapons
Bad Feeling	–	Always take a move action during the surprise round
Blaster Barrage	Coordinated Attack	Automatically aid another when using autofire attacks
Controlled Rage	Rage species trait	Enter rage as a free action, and end rage at will
Crossfire	Point Blank Shot, Precise Shot, base attack bonus +6	Redirect missed attacks against soft cover
Cunning Attack	–	Gain +2 on attack rolls against flat-footed enemies
Focused Rage	Rage species trait, Controlled Rage	When raging, use skills that require patience at a –5 penalty
Improved Bantha Rush	Str 15, Bantha Rush, base attack bonus +1	Push foes away a number of squares equal to Str modifier
Informer	Trained in the Perception skill, Skill Focus (Perception)	Gather information with Perception skill, and do it faster
Mighty Throw	Str 13	Add Str bonus to ranged attack rolls
Powerful Rage	Rage species trait	Gain a +4 bonus on Str checks and Str-based skill checks
Rapport	Wis 13	Grant an additional +2 bonus when using the aid another action
Recall	Trained in one Knowledge skill	Reroll any Knowledge skill check, keeping the better result
Savage Attack	Double Attack, proficient with weapon	Add +1 die of damage when successful on a full attack
Scavenger	–	Gather materials for building objects
Strafe	Running Attack	Attack multiple targets as you move past them
Swarm	Coordinated Attack	Gain +1 bonus on melee attack rolls when allies are adjacent
Unleashed	Destiny	Unlocks Unleashed abilities

ANGLED THROW

Your amazing throws bounce grenades off walls into open hatches or through congested battle zones.

Prerequisite: Dexterity 13.

Benefit: When throwing a grenade or grenadelike weapon, you can attempt to bounce it off a wall or other surface close to your target. If your attack roll exceeds a Reflex Defense of 15, you ignore cover and improved cover (but not total cover) with your attack.

BAD FEELING

You have developed an innate ability to sense when things are going badly, and thus can prepare yourself for the worst.

Benefit: You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to any other actions you are normally allowed to take in the surprise round.

BLASTER BARRAGE

You and your allies engulf an area with dense blaster fire.

Prerequisites: Coordinated Attack.

Benefit: When you make an attack with a weapon set on autofire that deals damage to at least one target within the designated area, you grant a +2 circumstance bonus on any of your allies' autofire attacks made against that same target until the beginning of your next turn.

Controlled Rage

You have learned to channel your rage.

Prerequisite: Rage species trait.

Benefit: You can enter a rage as a free action. Your rage ends 1 round after you declare it is finished.

Normal: You must use a swift action to begin a rage and may not end it at will.

Special: You may not use this feat to extend the number of rounds of rage available to your character.

Crossfire

You are skilled at aiming your shots so that they have a chance of hitting more than one target.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +6.

Benefit: If you miss when making a ranged attack against a target that has soft cover (that is, cover provided by another character, creature, or droid), you can immediately make an attack roll (with the same weapon and at the same attack bonus) against the target that is providing the soft cover.

You can use this feat only once per round.

Cunning Attack

You are skilled at attacking unprepared opponents.

Benefit: You gain a +2 bonus on attack rolls against a flat-footed enemy or one who is denied its Dexterity bonus to Reflex Defense.

Focused Rage

You retain better focus while enraged.

Prerequisites: Rage species trait, Controlled Rage.

Benefit: While raging, you can use skills that require patience and concentration, at a –5 penalty.

Normal: While raging, you cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

Improved Bantha Rush

When using the Bantha Rush feat, you push your opponent additional squares away from you.

Prerequisites: Bantha Rush, Strength 15, base attack bonus +1.

Benefit: When making a Bantha Rush, you push your opponent a number of additional squares away from you equal to half your Strength modifier (round down, minimum 2 squares pushed total).

Normal: When using Bantha Rush, you normally push your opponent only 1 square away from you.

Bonus Feats

Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class mentioned below adds the following feats to its list of available bonus feats.

Class	Bonus Feats
Jedi	Savage Attack, Swarm
Noble	Informer, Rapport, Recall
Scoundrel	Advantageous Attack, Advantageous Cover, Bad Feeling, Crossfire, Cunning Attack, Scavenger
Scout	Advantageous Attack, Advantageous Cover, Bad Feeling, Cunning Attack
Soldier	Advantageous Cover, Angled Throw, Blaster Barrage, Crossfire, Improved Bantha Rush, Mighty Throw, Rapport, Savage Attack, Strafe

Informer

You are adept at prying into the affairs of others and dealing with those who are most interested in gaining that knowledge.

Prerequisite: Trained in the Perception skill.

Benefit: You can use your Perception modifier instead of your Gather Information modifier when making Gather Information checks. You are considered trained in the Gather Information skill for the purpose of using this feat. If you are entitled to a Gather Information check reroll, you can reroll your Perception check instead (subject to the same circumstances and limitations).

Additionally, when you have favorable conditions for your Gather Information check (such as from operating on your home planet), you reduce by half the time it takes to make a Gather Information check.

Mighty Throw

You are highly accurate with grenadelike weapons.

Prerequisite: Strength 13.

Benefit: You can add your Strength bonus (in addition to your Dexterity bonus) to your ranged attack bonus when using thrown weapons (including grenades and grenadelike weapons). Also, you can increase the length of each range category by a number of squares equal to your Strength modifier.



Natural Leader

You are a natural leader, and you found your own organization.

Prerequisite: Charisma 13.

Benefit: You become the leader of an organization of your design (see Chapter 4: Organizations for more information on designing new organizations). The organization has a scale equal to one-half your heroic level plus your Charisma bonus. You automatically begin with a +10 bonus to your organization score for your new organization.

Powerful Rage

Your rage produces feats of extreme strength.

Prerequisite: Rage species trait.

Benefit: You gain a +4 bonus on Strength checks and Strength-based skill checks when raging.

Rapport

You are adept at working with certain individuals, able to anticipate their next move.

Benefit: When using the aid another action, you grant an additional +2 insight bonus on skill checks and attack rolls to the character you are assisting. This bonus does not stack with any bonus provided by the noble's Coordinate talent.

Recall
You know a lot of details in your area of knowledge, but don't always remember them immediately.

Prerequisite: Trained in at least one Knowledge skill.

Benefit: Once per day, you can reroll any check for a Knowledge skill that you are trained in, using the better result.

Savage Attack
You are well trained in attacking multiple times in a round.

Prerequisites: Double Attack (chosen weapon), proficient with chosen weapon.

Benefit: Choose one of the weapon groups or exotic weapons you selected for the Double Attack feat. When you use a full attack action and successfully hit the target with your first attack, you deal +1 die of damage on each successful attack remaining in the full attack action made against that target.

Scavenger
You are adept at digging through broken objects and junk piles to come up with the raw materials needed for certain tasks.

Benefit: You can spend 1 hour scavenging materials from other vehicles or objects. When you do so, you make a Perception check to determine the value of the parts scavenged. You produce raw materials equal in value to the result of your Perception check × 30 credits. You must apply these raw materials toward the cost of construction of a single object (see the build object application of the Mechanics skill, described on page 30), and you can scavenge parts for only a single object at any given time. Additionally, you can scavenge raw materials only once for any given object you are attempting to build.

Strafe
You can make a strafing attack without a vehicle.

Prerequisite: Base attack bonus +1.

Benefit: When you make an autofire attack, instead of attacking a 2-square-by-2-square area, you attack a line 1 square wide and 4 squares long.

Special: If you are using a jetpack, you can use the Strafe feat to make an autofire attack against all squares you fly over.

Swarm
You are trained to fight with allies en masse.

Prerequisite: Coordinated Attack.

Benefit: You gain a +1 circumstance bonus on melee attack rolls for each allied character adjacent to your target.

Unleashed
You gain access to Unleashed abilities (see page 37). If you have the Force Sensitivity feat, you also gain access to Force Unleashed abilities (see page 89).

Prerequisite: Must have chosen a destiny (or secret destiny).

Benefit: You can activate Unleashed abilities by spending a Destiny Point. You must also have the Force Sensitivity feat in order to activate Unleashed abilities for Force powers and talents.

Normal: You may not use Unleashed abilities and powers.

Destinies
Destiny is a central theme in the *Star Wars* saga. Gamemasters and players who have chosen to use the optional destiny rules from the Saga Edition core rulebook can use the additional destinies presented here. They are suitable for Dark Times themes and campaigns, but can be adapted for use in any era.

The Gamemaster and players should work together to determine a destiny's impact on a campaign. One or more destinies might form the driving force for an entire campaign, or the central focus of a short series of adventures. In one of these cases, the Gamemaster should present the characters with choices that regularly affect their destinies, giving them many opportunities to gain destiny bonuses and penalties. Destiny-based campaigns should culminate in a final adventure that allows characters to ultimately resolve their destinies, for better or for worse.

In a Dark Times or *Force Unleashed* campaign, destinies are easily tied to the ongoing struggle for the hearts and minds of the populace. As the realities of Imperial rule sink in, people everywhere will seek their place, and in turn, attempt to convince others to join them. Will they buy into the promises and ideology of the New Order, or fight it on any front?

Several of the destinies described below center on those who want to fight the Empire and begin organized resistance at any level. The Gamemaster and players might want to select complementary destinies. For example, one player might use the base of resistance application (see the sidebar on page 36) for the Discovery destiny to organize a new base for freedom fighters, while another character seeks the Champion destiny to become the leader of the group that utilizes the base. Ultimately, both of these destinies might support yet another character who has the Liberation destiny. Alternatively, a single character might conclude one destiny and take on another.

Creation
Your destiny requires you to create an object, machine, or other item of great power or significant use. You must use this item in support of another character's destiny, or in a future destiny of your own. Others might help create the actual item, so long as you lead and make a significant

Sample Destinies

The following destinies are suitable for a *Force Unleashed* campaign.

Sample Champion Destiny: Recruiting

Your destiny is to convince an influential person or group to secretly aid or openly join the resistance effort on a planet or in a sector. The person or group must have considerable authority and resources, and thus be able to operate behind a thick wall of underlings and bureaucracy. The group might be a far-reaching criminal organization that has agents, established rackets, transports, and cover facilities throughout a sector. It could be a corporation that could lend its financial and material support to a local rebellion. Perhaps the hero encourages an influential military, government, or corporate leader currently serving the Empire to defect and aid the resistance. Convincing this entity to change its allied or neutral stance toward the Empire requires the hero to undertake missions to earn that individual's trust.

Sample Discovery Destiny: Base of Resistance

Your destiny requires you to establish a hidden base that provides a safe haven and support for resistance fighters in a specific region. You might need to locate a new world that could accommodate a secret base or find a concealed facility on a known world from which dissenters covertly operate against the Empire. You might need to gather allies and create secret support networks to maintain the base, supply it with equipment and weapons, and provide transportation for resistance forces. The scope of this destiny varies; it might be enough to establish a secret gathering place and a supply depot to aid resistance fighters in a single city, or it might require the construction of a fully operational base to support paramilitary operations in an entire system or even a sector.

Sample Discovery Destiny: Force Unleashed

You believe the Force to be far more powerful than most people think it is. Your destiny requires you to discover the depths of the Force and its abilities, expose friendly Force-users to this potential, and prevent enemies from wielding such power against you and your allies. The Gamemaster can use this destiny in combination with a special campaign to allow characters access to the Unleashed Force powers presented in Chapter 6 and gain use of the Unleashed feat on page 35. Characters who are not Force-sensitive could take this destiny to gain access to the Unleashed feat. Campaigns might focus on one aspect of this destiny, such as discovering and learning new powers, preventing a specific enemy from using Unleashed powers, or training another Force-user. For long-term campaigns, one aspect of the destiny might lead to the next. An example of a character with this destiny is Darth Vader's secret apprentice.

contribution to the effort. Pursuing this destiny might require you to seek out rare or restricted materials, expert advice, and adequate construction facilities or shops.

Examples of this destiny include Grand Moff Tarkin and the construction of the Death Star, Raith Sienar and the TIE fighter, and Walex Blissex and the *Victory*-class Star Destroyers.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus on skill checks and ability checks.

Destiny Penalty: You take a –2 penalty on skill checks and ability checks for 24 hours.

Destiny Fulfilled: You or any ally within line of sight can spend 2 Force Points in a single round while performing an action using the created object.

Champion

Your destiny requires you to become the leader of a large and/or significant group or organization and successfully lead it through an extremely threatening event. Characters who have this destiny might or might not know of the group they are destined to lead. They must attain this goal through a mixture of training, charisma, experience, and political maneuvering. The Gamemaster might want to divide this into two destinies: attaining leadership and leading the group through troubled times.

Examples of this destiny include Mon Mothma leading the Rebel Alliance, Darth Sidious gaining control of the Republic, Wedge Antilles leading Rogue Squadron, and Admiral Ackbar escaping Grand Moff Tarkin and eventually taking command of the Rebel Fleet.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +1 destiny bonus to all defenses.

Destiny Penalty: You take a –2 penalty to all your defenses for 24 hours.

Destiny Fulfilled: You receive a permanent +2 increase to your Charisma score.

Liberation

Your destiny is to liberate a group, population, or region from Imperial domination. The focus of this destiny can range from a persecuted group—a small alien enclave, a remote town, or an orbital installation—all the way to a city, a starport, or even an entire planet. For instance, a hero might endeavor to free a planet's governing legislature, which had been previously relocated to a well-guarded penal camp by a hard-line Imperial governor to silence its dissenting view. As another example, she could attempt to wrest control of a starship construction facility from the Empire by influencing the worker population to revolt, supplying arms and equipment, and leading them in a mutiny. Achieving this objective usually requires organizing resistance to Imperial forces that are persecuting the local populace, destroying key

installations or assets, or deterring or eliminating personnel that are vital for the Empire to maintain its oppressive grip.

Destiny Bonus: For 24 hours, you and any allies within 10 squares of you gain a +2 destiny bonus on damage rolls.

Destiny Penalty: You take a –2 penalty on damage rolls for 24 hours.

Destiny Fulfilled: You gain a permanent +1 destiny bonus to all your defenses.

Unleashed Abilities

Unleashed abilities are extremely powerful and devastating abilities that even the greatest heroes can use only once in a great while, if ever. (The use of these abilities is optional, and subject to Gamemaster approval.) In a cinematic sense, the times when these abilities come into play are incredibly powerful moments. The Gamemaster and players are encouraged to play up the drama and excitement of such a memorable scene.

Using an Unleashed ability requires the expenditure of a Destiny Point. To use one of these powers, your character must possess the Unleashed feat and have a destiny. At the Gamemaster's discretion, a hero might be required to complete a special destiny to gain access to this feat (see the sample *Force Unleashed* destinies on page 36). Unlike with feats and other abilities, Unleashed abilities are not selected ahead of time. Instead, you select the one you want to use based on the circumstances at the moment. However, you must meet any prerequisites mentioned in the descriptions. If you have the Force Sensitivity feat, see page 89 for Force Unleashed abilities and powers.



TABLE 2-2: UNLEASHED ABILITIES

UNLEASHED ABILITY	PREREQUISITE	BENEFIT
Unleashed Bantha Rush	Bantha Rush feat, Unleashed feat	Knock target prone and down condition track
Unleashed Charge	Unleashed feat	Take full attack at the end of an extended charge
Unleashed Cleave	Cleave feat, Unleashed feat	Cleave against all targets within your reach
Unleashed Devastating Attack	Devastating Attack, Unleashed feat	Always exceed the target's damage threshold
Unleashed Extreme Effort	Extreme Effort, Unleashed feat	Increase Extreme Effort bonus to +20
Unleashed Firepower	Unleashed feat	Attack five targets within range simultaneously
Unleashed Ignite Fervor	Ignite Fervor, Unleashed feat	Inspire all allies within line of sight to do more damage
Unleashed Keen Shot	Keen Shot, Unleashed feat	Ignore all cover on attacks for 1 round
Unleashed Mighty Swing	Mighty Swing feat, Unleashed feat	Knock opponent prone with Mighty Swing
Unleashed Penetrating Attack	Penetrating Attack, Unleashed feat	Ignore all DR of your opponents for 1 round
Unleashed Rage	Rage species trait, Unleashed feat	Gain increased bonuses when raging
Unleashed Skirmisher	Skirmisher, Unleashed feat	Gain a bonus to attack and damage equal to move
Unleashed Sneak Attack	Sneak Attack, Unleashed feat	Gain bonuses to attack and damage with Sneak Attack
Unleashed Strafe	Strafe feat, Unleashed feat, weapon with autofire	Take no penalties on attack roll over wider area
Unleashed Whirlwind Attack	Unleashed feat, Whirlwind Attack feat	Knock down your enemies with an improved attack

Unleashed Bantha Rush

You charge forth, shoving back anyone who stands in your way.

Prerequisites: Bantha Rush feat, Unleashed feat.

Benefit: When you use the Bantha Rush feat, you can spend a Destiny Point to automatically increase the distance you move your target by 5 squares and knock your target prone.

Unleashed Charge

Few things can stand in your way when you make a ferocious and nearly unstoppable charge to attack an enemy.

Prerequisite: Unleashed feat.

Benefit: By spending a Destiny Point, you make an amazing charge attack. As a standard action, you gain a +5 bonus on each attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You can move up to twice your speed (minimum 2 squares) in a straight line through obstructed or unobstructed terrain, and then take a full attack action as a part of this standard action instead of a full-round action. Allies do not hinder your ability to charge.

Special: If you have the Improved Charge feat, you can alter your course around obstructions and enemies. If you have the Powerful Charge feat, you can apply the benefit of that feat as well.

Unleashed Cleave

When you fell a foe, your attacks continue on to all of your nearby enemies.

Prerequisite: Cleave feat, Unleashed feat.

Benefit: When you deal enough damage to an opponent to reduce its hit points to 0, you can spend a Destiny Point to get an immediate extra melee attack against all opponents within your reach. This feat works in all other ways as the Cleave feat.

Unleashed Devastating Attack

You do incredible amounts of harm to your targets.

Prerequisites: Devastating Attack, Unleashed feat.

Benefit: When you make an attack (either as a single attack or part of a full attack action), you can spend a Destiny Point to treat every attack as though it exceeded the target's damage threshold, regardless of whether or not the attack normally would, until the beginning of your next turn.

Unleashed Extreme Effort

You have the ability to perform incredible feats of strength.

Prerequisites: Extreme Effort, Unleashed feat.

Benefit: When you use the Extreme Effort talent, you can spend a Destiny Point to increase the bonus provided by the talent to +20.

Unleashed Firepower

You can fire an astounding number of accurate shots in a short time.

Prerequisite: Unleashed feat.

Benefit: By spending a Destiny Point, as a standard action you can fire at up to five separate targets within range of your ranged weapon. Make a single attack roll and compare the result to the Reflex Defense of each target. Roll a single damage roll and apply it to every target successfully hit.

Special: Bonuses and penalties from other feats and talents stack with this ability. You can attack each target only once. You must have enough ammunition for each target; otherwise you stop dealing damage when you run out. Aiming provides no benefit on this attack.

Unleashed Ignite Fervor

You inspire all your allies to devastate an opponent.

Prerequisites: Ignite Fervor, Unleashed feat.

Benefit: When you use the Ignite Fervor talent, you can spend a Destiny Point to provide the damage bonus to all allies within line of sight.

Unleashed Keen Shot

Your attacks strike with an unnatural accuracy.

Prerequisites: Keen Shot, Unleashed feat.

Benefit: When you make a ranged attack, you can spend a Destiny Point to ignore all cover on attacks until the beginning of your next turn.

Unleashed Mighty Swing

Your melee attacks are particularly devastating.

Prerequisite: Mighty Swing feat, Unleashed feat.

Benefit: When you use the Mighty Swing feat, you can spend a Destiny Point to gain a +5 bonus on attack rolls and damage rolls, and you can make an automatic trip attack (as with the Trip feat) against the target, also with a +5 bonus on the opposed grapple check.

Unleashed Penetrating Attack

Your attacks punch right through the defenses of your opponents.

Prerequisites: Penetrating Attack, Unleashed feat.

Benefit: When you make an attack (either as a single attack or part of a full attack action), you can spend a Destiny Point to ignore all damage reduction of your targets until the beginning of your next turn.

Unleashed Rage

Your unbridled rage is awesome to behold and devastating to your enemies.

Prerequisites: Rage species trait, Unleashed feat.

Benefit: By spending a Destiny Point at the start of your rage, you gain an additional +10 to your melee attack rolls and melee damage rolls and +5 to your Fortitude Defense. At the end of your rage, you move –2 persistent steps along the condition track. The penalties imposed by this condition persist until you take at least 20 minutes to recuperate, during which time you can't engage in any strenuous activity.

Special: Bonuses and penalties from other feats and talents stack with this ability.

Unleashed Skirmisher

You move with uncanny speed, unleashing a devastating attack against your foes.

Prerequisites: Skirmisher, Unleashed feat.

Benefit: When you gain the benefit of the Skirmisher talent on a melee or ranged attack, you can spend a Destiny Point to get an automatic critical hit on your attack and gain a bonus to your base damage equal to the number of squares you moved.

Unleashed Sneak Attack

You strike with the ultimate sneak attack at the most opportune moment.

Prerequisites: Sneak Attack, Unleashed feat.

Benefit: When you make an attack that deals extra damage thanks to the Sneak Attack talent, you can spend a Destiny Point to gain a +5 bonus on your melee or ranged attack roll and deal an extra 5d6 points of damage with a successful hit. You must be within 6 squares of the target to make a sneak attack with a ranged weapon. This extra damage stacks with any damage bonus provided by the Sneak Attack talent.

Unleashed Strafe

Your expanded strafing attack is devastating within its fire zone.

Prerequisites: Strafe feat, Unleashed feat, weapon with autofire.

Benefit: When you use the Strafe feat, you can spend a Destiny Point to target an area 4 squares long by 3 squares wide.

Unleashed Whirlwind Attack

Your whirlwind attack is particularly effective and powerful.

Prerequisites: Unleashed feat, Whirlwind Attack feat.

Benefit: When you use the Whirlwind Attack feat, you can spend a Destiny Point to gain a +5 bonus on your attack roll and knock prone any targets you damage.

Chapter III
Prestige Classes





Prestige classes enable characters to specialize, gaining new talents and abilities unattainable through other classes. These classes allow players to develop their characters around specific concepts, roles, or character types. As always, prestige classes are optional, and the Gamemaster has the final say on which ones, if any, are allowed in the campaign. The prestige classes presented here enhance Dark Times or *Force Unleashed* campaigns, but they can be used in any era of play.

All the new prestige classes described in this chapter are suitable for player or Gamemaster use. To qualify for a particular prestige class, a character must meet all the class's prerequisites. The players and Gamemaster should work together to generate adventures and story lines that allow a player to take these classes.

New Talents for Existing Prestige Classes

This chapter features six new prestige classes suitable for a Force Unleashed campaign and also includes several new talent trees for existing prestige classes. Like those new talent trees for core classes (Jedi, noble, scoundrel, scout, soldier) in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, in the description of the Talents granted to the elite trooper prestige class that appear in the *Saga Edition* core rulebook, the text states that a character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Critical Master talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three. Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative.

However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. Though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Mercenary talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the *Saga Edition* core rulebook.

Bounty Hunter Talents

The following talents are intended for use with the bounty hunter prestige class.

BOUNTY HUNTER TALENT TREE

The following new talents belong to the Bounty Hunter talent tree, which is available to members of the bounty hunter prestige class. Any character who has levels in the bounty hunter prestige class can choose from these talents as well.

Fearsome: Your reputation precedes you, striking fear in your target. Any opponent within 6 squares whose level is equal to or less than your heroic level takes a –1 penalty on attack rolls made against you.

Prerequisite: Notorious.

Signature Item: You are famous for using certain items, and you have become skilled at wielding them. You select a single weapon, suit of armor, vehicle, starship, or other item. While wielding that weapon, wearing that armor, piloting that vehicle, or otherwise using that item, you gain a +2 morale bonus on opposed skill checks.

You can select this talent multiple times. Each time you do so, you choose a new object to be your signature item. The effects of multiple signature items are cumulative with one another, increasing this morale bonus by 1 each time.

Jedi Hunter: You are skilled at fighting Jedi and other Force-users. You gain a +1 insight bonus to Fortitude and Will Defense and deal +1 die of damage against characters who have the Force Sensitivity feat.

Elite Trooper Talents

The following talents are intended for use with the elite trooper prestige class.

CRITICAL MASTER TALENT TREE

Some elite troopers know exactly where to strike their foes to deal maximum damage, potentially crippling their enemies in the process.

Deny Move: When you score a critical hit with a melee or ranged attack, your target cannot move on its next turn.

Prerequisite: Reduce Mobility.

Extended Critical Range (heavy weapons): When you are using a heavy weapon, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Base attack bonus +10, Weapon Proficiency (heavy weapons) feat.

Extended Critical Range (rifles): When you are using a rifle, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Base attack bonus +10, Weapon Proficiency (rifles) feat.

Flurry Attack: Choose a single weapon group or exotic weapon you are proficient with. When you score a critical hit with a weapon from that group, you can make one immediate extra attack (in addition to the other effects of a critical hit) against a single target within range. You may only use this talent once per turn. You can select this talent multiple times. Its effects do not stack. Each time you take the talent, it applies to a new weapon group or exotic weapon.

Prerequisite: Weapon Proficiency feat for chosen weapon.

Knockback: When you score a critical hit against a target no more than two size categories larger than you are, you can choose to move that opponent 1 square in any direction as a free action. You cannot use this talent on an opponent that is being grabbed or grappled, and you cannot move your target into a solid object or another creature's fighting space.

Reduce Defense: When you score a critical hit with a melee or ranged attack, your target takes a –2 penalty to Reflex Defense until it is fully healed (at maximum hit points).

Reduce Mobility: When you score a critical hit with a melee or ranged attack, you reduce the target's speed by half until it is fully healed (at maximum hit points).

Force Adept Talents

The following talents are intended for use with the Force adept prestige class.

IMPERIAL INQUISITOR TALENT TREE

The Imperial Inquisitors are a special group of dark Jedi who work for the Empire. Trained to hunt down and destroy the remaining Jedi whenever they are found, Imperial Inquisitors are steeped in the lore of the dark side. A character must be a member of the Inquisitorius and have a dark side score of 1+ to take talents from this tree.

Cower Enemies: When you use the Persuasion skill to intimidate, you can intimidate all targets in a 6-square cone (originating from your square) instead of intimidating a single target. All other limitations to the intimidation use of the Persuasion skill still apply.

Prerequisite: Force Interrogation.



Force Interrogation: When you deal damage to one or more creatures by using a Force power, you can immediately make a Persuasion check as a free action to intimidate a single target you damaged.

Inquisition: You are particularly adept at dealing with Force-sensitive foes. You gain a +1 bonus on attack rolls and deal +1 die of damage against targets that have the Force Sensitivity feat.

Unsettling Presence: You can spend a Force Point as a standard action to create an aura of unsettling discomfort around you. You make a Use the Force check when you activate this talent and compare the check result to the Will Defense of any creature that comes within 6 squares of you. If your Use the Force check result exceeds the creature's Will Defense, that target takes a –2 penalty on attack rolls and skill checks while within 6 squares of you. This aura lasts for the remainder of the encounter.

Prerequisite: Force Interrogation.

Jedi Knight Talents

The following talents are intended for use with the Jedi Knight prestige class.

New Duelist Talents

The following new talents belong to the Duelist talent tree, which is available to members of the Jedi Knight and Sith apprentice prestige classes. Any character who can normally choose talents from the Duelist talent tree can choose from these talents as well.

Improved Lightsaber Throw: You can spend a Force Point as a standard action to throw your lightsaber at a group of opponents. You make a single ranged attack roll (treating the lightsaber as a thrown weapon) and compare the result to the Reflex Defense of all targets in a 6-square line originating in your square. If your attack roll result exceeds a target's Reflex Defense, you deal normal lightsaber damage to that target (dealing half damage if you fail to exceed the target's Reflex Defense). This attack is considered an area attack.

You can pull your lightsaber back to your hand as a swift action by making a DC 20 Use the Force check.

Prerequisite: Lightsaber Throw.

Thrown Lightsaber Mastery: Any target successfully struck by a lightsaber you throw moves at half speed (round down) until the beginning of your next turn.

Prerequisites: Improved Lightsaber Throw, Lightsaber Throw.

TABLE 3-1: NEW PRESTIGE CLASSES

PRESTIGE CLASS	BASIC DESCRIPTION
Enforcer	Elite law enforcement operative
Independent droid	Extremely autonomous and specialized droids
Infiltrator	Covert and military operatives
Master privateer	Expert raider for hire
Medic	Versatile and mobile healer
Saboteur	Disruptive agent able to attack unlikely targets

Enforcer

The vital task of law enforcement takes many forms throughout the galaxy. Backwater constables, Sector Rangers, corporate security forces, city police, and some types of Imperial agents are a few of the typical examples. The rise of the Empire and its ever-growing governmental intrusiveness brings about a great increase in enforcers of all types.



Enforcers are elite law enforcement officers and agents. In respectable organizations, they are the most skilled investigators, the best patrol officers, and often leaders within their departments. In corrupt organizations, they might use special connections to gain their position, but they still have a degree of ability, if not integrity. Both honest and corrupt enforcers can be found at any level and any organization.

Honest enforcers are dedicated and driven to keep the peace and capture the bad guys. They often aspire to high levels of morality, fairness, and justice. Just because they're honest doesn't mean they don't support the Empire. They might be dedicated to the Empire's ideals, yet unaware or disbelieving of its worst offenses.

Corrupt enforcers are self-serving. They use their position to gain personal fortune or power, operating individually or in concert with others in their organization. They might not possess the appropriate attitude for the job, but they have at least enough skill to hang on to it.

An enforcer's duties and abilities vary by assignment. Urban patrols pursue suspects through congested cityscapes. Sector Rangers use a broad set of abilities to investigate and track down criminals throughout their own sector of space. Imperial Security Bureau and COMPNOR agents rely on political power and fear as much as natural investigative talents and training to hunt down Rebels and other opponents of the New Order.

In a *Force Unleashed* campaign, enforcer characters might find their loyalty to their positions as upholders of the law conflicting with the new political reality of the New Order. How these enforcers balance this pressure should be integral to character development and have some influence on the direction of the campaign.

TABLE 3-2: THE ENFORCER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+0	Defense bonuses, resources, talent
2nd	+1	Targeted suspect +1
3rd	+2	Talent
4th	+3	Targeted suspect +2
5th	+3	Talent
6th	+4	Targeted suspect +3
7th	+5	Talent
8th	+6	Targeted suspect +4
9th	+6	Talent
10th	+7	Targeted suspect +5

Examples of Enforcers in Star Wars

Corporate Sector Authority Security, Corran Horn, CorSec agents, Sector Rangers, ISB agents, high-level COMPNOR operatives.

Requirements

To qualify to become an enforcer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Gather Information, Perception.

Talents: At least one talent from the Survival talent tree.

Special: Must belong to a law enforcement or similar security organization.

Game Rule Information

Enforcers have the following game statistics.

Hit Points

At each level, enforcers gain 1d8 hit points + their Constitution modifier.

Force Points

Enforcers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the enforcer prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Resources

You have access to additional resources provided by your department or organization. Each time you gain a level, you receive restricted or military equipment (including weapons or vehicles) equal in value to your heroic level × 2,000 credits. The equipment appears in a civilized, accessible location of your choice.

You can choose not to receive any resources when you gain a level, instead adding the value of any equipment you would normally gain to the resources you gain at your next level.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Survivor talent tree (see page 50 of the *Saga Edition* core rulebook) or the Enforcement talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ENFORCEMENT TALENT TREE

You are a trained investigator who can locate and apprehend a quarry with exceptional speed and prowess.

Cover Bracing: You can brace a weapon set on autofire as a single swift action (instead of two) if you are adjacent to an object (including walls, barriers, and vehicles) that provides you with cover from all of the target squares.

Intentional Crash: You know how to intentionally crash an opponent's moving vehicle. When you successfully deal damage to a vehicle by ramming it, your vehicle takes half damage from the ram. Additionally, if the target vehicle is the same size as your vehicle or smaller, that vehicle cannot move in the following round.

Prerequisite: Trained in the Pilot skill.

Nonlethal Tactics: When you are using a ranged weapon set to stun, stun grenades, nets, or stun batons, you gain a +1 bonus on your attack roll and deal +1 die of stun damage.

Pursuit: When running, you are not restricted to a straight line (see "Endurance," page 66 of the *Saga Edition* core rulebook) and you can reroll Endurance checks, using the better result, while running.

Prerequisite: Dexterity 13.

Respected Officer: You have a reputation that causes allies and enemies to treat you with respect. You automatically improve the attitude of an indifferent character to friendly with no check required (see "Persuasion," page 71 of the *Saga Edition* core rulebook).

Slowing Stun: When you move a target at least –1 step along the condition track with an attack, its speed is halved until all conditions are removed.

Takedown: When you successfully make a melee attack and deal damage at the end of a charge, you knock your target prone as well, provided your opponent is no more than one size category larger than you.

Targeted Suspect

The time you spend investigating a suspect results in benefits when you are dealing with the suspect during an encounter. If you spend a full-round action observing an opponent in combat, you gain a bonus on attack rolls and Deception, Perception, and Persuasion checks equal to one-half your class level (rounded down). The benefits last for the remainder of the encounter. You cannot use this ability until after your opponent has acted during combat.



Independent Droid

Although many droids in the galaxy function on their own, some become highly independent and self-sufficient. These specialized droids prefer to operate on their own, or in the company of a specific group useful to their current needs.

Members of this prestige class usually must experience a program-breaking event. This event could occur as the result of conflicting orders, a malfunctioning processor, or a deliberate action taken by a droid programmer—either an organic creature or another droid. Players and Gamemasters are encouraged to develop such an event before using this prestige class.

Independent droids express their individuality much more strongly than a typical droid unit does. One might focus on a very narrow segment of its programming. Another might develop a complex or damaged personality. Independent droids universally reject the notion that they are owned by anyone, though the more deceptive or pragmatic units among them could give the appearance of having such an attitude if they believe that doing so is necessary to ultimately retain their independence or avoid a memory wipe.

In a *Force Unleashed* campaign, independent droids might show up on any world. Some worlds, such as the junk world of Raxus Prime, could have a large number of these droids. Droids that survived the Clone Wars but were subsequently abandoned, stranded, or isolated for other reasons are likely candidates for this prestige class.

Table 3-3: The Independent Droid

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, sapience, talent
2nd	+1	Independent spirit +1
3rd	+2	Talent
4th	+3	Independent spirit +2
5th	+3	Talent
6th	+4	Independent spirit +3
7th	+5	Talent
8th	+6	Independent spirit +4
9th	+6	Talent
10th	+7	Independent spirit +5

Examples of Independent Droids in Star Wars

HK-47, IG-88, PROXY, Blue Max, Bollux.

Requirements

To qualify to become an independent droid, a character must fulfill the following criteria.

Minimum Level: 3rd.
Trained Skills: Use Computer.
System: Heuristic Processor.
Special: Droids only.

Game Rule Information

Independent droids have the following game statistics.

Hit Points

At each level, independent droids gain 1d12 hit points.

Force Points

Independent droids gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the independent droid prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and +4 class bonus to your Will Defense.

Sapience

You can choose to have your droid immunities not apply to any mind-affecting effect, allowing you to benefit from mind-affecting abilities that provide positive effects.

Additionally, you have permanently disabled your behavioral inhibitor, enabling you to take any desired action. Furthermore, you are immune to the effects of restraining bolts.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Autonomy talent tree or the Specialized Droid talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Autonomy Talent Tree

You are able to resist any attempts to curb your independence and can fight back against anyone that tries to suppress your personality.

Defensive Electronics: You defend your independence from all. When someone tries to reprogram you, add your class level to your Will Defense.

Ion Resistance 10: You gain DR 10 against ion damage.

Soft Reset: You are adept at rerouting your internal electronics. If you are moved to the bottom of the condition track by any means other than taking damage exceeding your damage threshold, you automatically move +1 step along the condition track after being disabled for 2 rounds.

Modification Specialist: You have become skilled at reprogramming and modifying your own systems. You do not incur the normal –5 penalty on Mechanics and Use Computer checks to reprogram yourself or perform self-modifications (see page 197 of the *Saga Edition* core rulebook).

Repair Self: When you repair yourself (using the repair droid application of the Mechanics skill), you repair 1 additional hit point for each point by which your check exceeds the DC.

Specialized Droid Talent Tree

You have become more specialized than other droids of the same or a similar model.

Computer Language: You can use your Persuasion modifier instead of your Use Computer modifier when making Use Computer checks. You are considered trained in the Use Computer skill for the purpose of using this talent. If you are entitled to a Use Computer check reroll, you can reroll your Persuasion check instead (subject to the same circumstances and limitations).

Prerequisite: Must know the Binary language.

Computer Master: You can reroll any opposed Use Computer check, using the better result.

Enhanced Manipulation: You have improved appendage manipulation routines. You can take 10 when making any Dexterity-based skill check, even if you are threatened or would not normally be able to take 10.

Prerequisite: Dexterity 15.

Hotwired Processor: You gain temporary processing power, enhancing your mental attributes. When you hotwire your processor (a swift action), you gain a +5 circumstance bonus on Intelligence- and Wisdom-based skill checks and a +1 circumstance bonus on ranged attack rolls. A hotwiring lasts for a number of rounds equal to one-half your level (rounded down).

When the hotwiring ends, you move –1 persistent step along the condition track. The penalties imposed by this condition persist until you receive repairs (using the repair droid application of the Mechanics skill).



Power Surge: You temporarily surge your power systems to enhance your physical abilities. When you initiate a power surge (a swift action), you gain a +1 circumstance bonus on melee attack rolls, +1 die of damage on melee damage rolls, and an increase of 2 squares to your speed. A power surge lasts for a number of rounds equal to one-half your level (rounded down).

At the end of a power surge, you move –1 persistent step along the condition track. The penalties imposed by this condition persist until you receive repairs (using the repair droid application of the Mechanics skill).

Skill Conversion: When you reprogram yourself, you can sacrifice a single trained skill for a bonus Skill Focus feat. You must meet the prerequisites for the feat (you must be trained in the skill you choose to gain Skill Focus for), and you can do this only once per reprogramming.

Independent Spirit

At 2nd level, you gain the ability to assert your independence and protect yourself from harm. Once per encounter, you can grant yourself a morale bonus to any defense score (your choice) as a reaction. This bonus is equal to one-half your class level (rounded down).

Infiltrator

Infiltrators come in many guises, such as spies, moles, special forces operatives, and secret agents. Infiltrators specialize in secretly penetrating enemy strongholds or organizations and carrying out their missions from within.

Infiltrators typically operate individually or in small groups. Their training emphasizes stealth, discreet combat, and covert penetration techniques. They typically have less combat training than commandos and are better trained and more mission-specific than saboteurs. Covert infiltrators operate for extended periods of time within an organization. Aggressive infiltrators carry out specific combat missions, on their own or in support of commandos or other military units.

Bothan infiltrators are highly effective and a critical part of the Bothan Spy Network. They use the network as much as the network uses them. They gain access to network resources, while they are a resource to the network in and of themselves. They use this arrangement to their advantage whenever possible.

In a *Force Unleashed* campaign, Imperial operatives of all sorts might be infiltrators. Covert spies or ISB agents work to discern any hint of sedition, rebellion, or simply dissent with the New Order. Military infiltrators are deployed where dissenters are well armed, or to make a public statement. Anti-Imperial operatives might secretly work for dissident Senators, trying to penetrate the workings of the plethora of new organizations that have sprung up within the new Imperial government.

Examples of Infiltrators in Star Wars

Lt. Judder Page, Sabé, Shira Brie, Winter, Bothan Spynet operatives.

Requirements

To qualify to become an infiltrator, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Perception, Stealth.
Feats: Skill Focus (Stealth).
Talents: At least two talents from the Camouflage or Spy talent trees.

Game Rule Information

Infiltrators have the following game statistics.

Hit Points

At each level, infiltrators gain 1d8 hit points + their Constitution modifier.

Force Points

Infiltrators gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Table 3-4: The Infiltrator

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Unarmed stun (+1 die)
3rd	+2	Talent
4th	+3	Lead infiltrator
5th	+3	Talent
6th	+4	Unarmed stun (+2 dice)
7th	+5	Talent
8th	+6	Lead infiltrator
9th	+6	Talent
10th	+7	Unarmed stun (+3 dice)

Class Features

The following are features of the infiltrator prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Camouflage talent tree (see page 49 of the *Saga Edition* core rulebook), the Spy talent tree (see page 28), the Infiltration talent tree, or the Bothan Spynet talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

INFILTRATION TALENT TREE

You are trained to secretly infiltrate enemy strongholds and organizations by force or by guile.

Always Ready: You are accustomed to operating in response to enemy actions. When your readied action is triggered, it does not change your initiative count (see page 162 of the *Saga Edition* core rulebook).

Prerequisite: Trained in the Initiative skill.

Concealed Weapon Expert: You are deadly with an unarmed strike, hold-out blaster, dagger, or vibrodagger or other small, concealable weapon (as determined by the Gamemaster). Once per round you can use a swift action to reroll an attack using one of these weapons, but you must take the second result, even if it is worse.

Creeping Approach: As a swift action, you can designate a single opponent within 12 squares that is unaware of you as the target of this talent. Until the beginning of your next turn, that target may not make Perception checks to notice you, even if you enter the target's line of sight. If you or any of your allies attack the target, the effect of this talent ends.

Prerequisite: Trained in the Stealth skill.

Set for Stun: You are particularly adept with stun weapons. If you are using a ranged weapon that deals stun damage (including a lethal weapon set to stun), you can spend two consecutive swift actions in the same round to activate this talent. If the stun damage on your next attack exceeds the target's damage threshold, you move the target –3 steps along the condition track instead of the normal –2.

You lose the benefit of this talent if you lose line of sight to your target or if you take any other action before making your attack.

Silent Takedown: You are skilled at quietly knocking out or eliminating guards and others when they are caught unaware. If you damage an opponent that is unaware of you, that opponent cannot speak or make other noises until the end of your next turn. This is a stunning effect.

Prerequisite: Trained in the Stealth skill.

BOTHAN SPYNET TALENT TREE

You are trained to work within the famed Bothan Spynet. The spynet is a secret collection of organic and electronic resources and personnel spread throughout the galaxy, accessed by computer or in person.

Bothan Resources: Your status within the Spynet gives you access to additional resources, and you know the best sources for restricted or rare items. With a successful DC 20 Gather Information check, you can purchase standard weapons, equipment, and transport services at 50% of the going rate, or exotic and restricted weapons, equipment, and transport services at 75% of the going rate.

Prerequisite: Spynet Agent.

Knowledge Is Life: As a swift action, you can designate a single target within line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you gain a +2 morale bonus to the defense score of your choice against that target.

Prerequisite: Spynet Agent.

Knowledge Is Power: As a swift action, you can designate a single target within your line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you score a critical hit against that target on a natural roll of 19 or 20. If you have another ability that increases your weapon's critical range against that target (such as the elite trooper's extended critical range talent, or the Jedi Knight's Vaapad talent), you increase this range by 1 (for example, from 19–20 to 18–20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisite: Spynet Agent.

Knowledge Is Strength: As a swift action, you can designate a single target within your line of sight and make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, for the remainder of the encounter you gain a +2 morale bonus on attack rolls against that target.

Prerequisite: Spynet Agent.

Six Questions: You have mastered the basic Bothan philosophy of Six Questions to glean more information from contacts through fewer questions. As a swift action, you can make a Knowledge (galactic lore) check against a DC equal to 15 + the target's CL. If the check is successful, you learn a target character's level, classes, and ability scores, and the target's available Force Points and Destiny Points.

Prerequisite: Spynet Agent.

Spynet Agent: You can use your Gather Information check modifier instead of your Knowledge (galactic lore) check modifier when making Knowledge (galactic lore) checks. You are considered trained in the Knowledge (galactic lore) skill for the purpose of using this talent. If you are entitled to a Knowledge (galactic lore) reroll, you can reroll your Gather Information check instead (subject to the same circumstances and limitations).

Prerequisites: Bothan species, or two talents from the Infiltration tree.

Unarmed Stun

Starting at 2nd level, you can use your unarmed attacks to deal stun damage. You must designate your intention to stun your target before the attack is made, and you deal +1 die of damage on your unarmed attack, which deals stun damage. At 6th level, this extra damage increases to +2 dice, and at 10th level it increases to +3 dice.

Lead Infiltrator

Starting at 4th level, you are an effective leader of infiltration teams. You can make a Stealth check for a number of allies within line of sight equal to your Charisma bonus (minimum one), using your check result in place of their Stealth checks. At 8th level, you double the number of allies you can lead using this ability. Allies must stay within line of sight to retain this bonus.

MASTER PRIVATEER

Governments, large corporations, and other organizations have hired privateers throughout galactic history. Privateers might operate from a single armed ship, or they might control fleets of cruisers and starfighters. During the Clone Wars, the Confederacy of Independent Systems was known to use privateers to bolster its forces, especially late in the war. This might have also been a tactic to induce pirate forces to attack Republic shipping, drawing the pirates away from the CIS's own lucrative mercantile shipping networks. Though privateers are more active during wartime, they also operate during peacetime in more volatile sectors or systems.

Typically, a privateer operates under a letter of marque from an authorizing government or a corporate entity that controls a large region of space. A letter of marque offers a form of legitimacy to justify actions that most would consider nothing more than piracy. Indeed, on the surface, pirates and privateers operate in much the same fashion. They privately own and operate armed vessels that attack merchant shipping and take the cargoes for themselves. Whereas pirates attack whomever they please, privateers are theoretically restricted to ships of specific governments or ownership, as authorized by the letter of marque. Pirates treat prisoners as they see fit, perhaps offering them up for ransom or selling them into slavery. Privateers must treat captured personnel as prisoners of war during wartime, or as specified by their letter of marque at other times.

Master privateers are experts at the art of stopping and seizing vessels. They are skilled pilots, capable combatants, and shrewd negotiators. They are familiar with people and regions that are likely to be friendly (or at least tolerant) toward privateers and are thus able to obtain letters of marque with



some regularity. The line between pirates and privateers is often blurred, and legitimate privateers sometimes ultimately cross the line into piracy.

During the Dark Times, the Empire considers privateers to be pirates and treats them as such. Thus, active privateers have been forced to the fringes of the galaxy during this time. The future Rebel Alliance would eventually experiment with using privateers, but that would prove to be a very controversial decision, and it did not gain widespread support in the Alliance.

Examples of Master Privateers in Star Wars

Bakken, Captain Dhas Vedij of the Far Orbit, Grov Bricker, Urias Xhaxin.

Requirements

To qualify to become a master privateer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Pilot.

Feats: Vehicular Combat.

Talents: At least two talents from the Misfortune, Smuggling, or Spacehound talent trees.

Game Rule Information

Master privateers have the following game statistics.

Hit Points

At each level, master privateers gain 1d10 hit points + their Constitution modifier.

TABLE 3-5: THE MASTER PRIVATEER

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Veteran privateer (1/encounter)
3rd	+3	Talent
4th	+4	Veteran privateer (2/encounter)
5th	+5	Talent
6th	+6	Veteran privateer (3/encounter)
7th	+7	Talent
8th	+8	Veteran privateer (4/encounter)
9th	+9	Talent
10th	+10	Veteran privateer (5/encounter)

Force Points
Master privateers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features
The following are features of the master privateer prestige class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Piracy
Even though you are a legitimate privateer, piracy is a great temptation to you. If you are lost to the dark side, you drop all pretense of privateering, you become a known pirate, and you may not take any further levels of master privateer.

Talents
At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Infamy talent tree (see page 210 of the *Saga Edition* core rulebook) or the Privateer talent tree (presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PRIVATEER TALENT TREE
You are a veteran of privateering and have learned the secrets of fighting aboard starships.

Armored Spacer: You can use armored spacesuits as if you had the Armor Proficiency (heavy) feat.

Attract Privateer: You attract a loyal privateer lieutenant. The privateer is a nonheroic character who has a class level equal to three-quarters of your character level, rounded down.

You can select this talent multiple times. Each time you do so, you gain another privateer. Each privateer who accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, a privateer who accompanies a party of five heroes on an adventure receives one-sixth of the XP that the group earns.

Blaster and Blade I: When you make a single attack with an advanced melee weapon as a standard action, you can immediately make an attack with a pistol as a free action, provided you have both the advanced melee weapon and the pistol in your hands when the melee attack is made. You apply the normal penalties for fighting with two weapons to both of these attacks.

Prerequisites: Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Blaster and Blade II: When you are wielding both an advanced melee weapon and a pistol, you treat the advanced melee weapon as though you were wielding it two-handed (including doubling your Strength bonus on damage rolls).

Prerequisites: Blaster and Blade I, Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Blaster and Blade III: When you are wielding both an advanced melee weapon and a pistol, you can make a full attack as a standard action instead of a full-round action, provided you attack with both weapons.

Prerequisites: Blaster and Blade I, Blaster and Blade II, Dual Weapon Mastery I feat, Weapon Proficiency (advanced melee weapons, pistols) feats.

Boarder: You are skilled at boarding hostile vessels. You ignore cover (but not improved cover) with your character-scale ranged attacks while aboard a starship or space station.

Ion Mastery: You know the typical weaknesses of vehicles and droids, and you know how to preserve such targets for capture rather than destroying them. When attacking with ion weapons, you gain a +1 bonus on attack rolls and deal +1 die of ion damage.

Multiattack Proficiency (advanced melee weapons): When you make multiple attacks with any type of advanced melee weapon as a full attack action, you lessen the penalty on your attack rolls by 2.

You can take this talent multiple times. Each time you do so, you lessen the penalty on your attack rolls by an additional 2.

Preserving Shot: When you deal damage with a vehicle weapon that is equal to or greater than both the target vehicle's current hit points and the target vehicle's damage threshold (that is, when you would deal enough damage to destroy the target vehicle), you can choose to use this talent. Instead of dealing full damage, you instead deal half damage to your target and move it –1 step along on the condition track. In addition, you disable the ship's sublight engines and hyperdrive. The ship cannot move or make a jump to lightspeed until it has received repairs (through use of the repair object application of the Mechanics skill).

Veteran Privateer
Your experience as a privateer has hardened you to the realities of battle, granting you the ability to subdue your foes with little difficulty. When you make an attack roll, as a free action you can grant yourself a +2 competence bonus on that attack roll. You can do this a number of times per encounter equal to one-half your class level (rounded down).

Medic
The galaxy is a dangerous place. Vicious creatures, massive battles, bar-room brawls, lethal environments, and other kinds of threats imperil people everywhere. Doctors, nurses, and other medical personnel provide vital care to the critically injured, but are less available to those operating in the field.



The medic fills this void, providing on-the-spot advanced medical treatment and support.

Medics are highly trained healers, able to function in the worst of conditions and circumstances. They possess great knowledge of the healing arts and sciences. They know quick and effective treatment methods and use them to perform near-miracles to save injured and dying creatures.

Medics live to heal others. The most altruistic among them heal any and all within their abilities. Disillusioned or vengeful medics might choose to heal only their allies and companions. Many medics serve as starship medical officers, battlefield surgeons, or corporate medical personnel, or in portable medical facilities. A medic on the shadier side of society might operate a back-alley clinic, serve a criminal organization, or work as the personal physician of a crime lord.

Examples of Medics in Star Wars

Dhagon Gent, Elassar Targon, Jos Vondar, Ton Phanan.

Requirements

To qualify to become a medic, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Knowledge (life sciences), Treat Injury.
Feats: Surgical Expertise.

Table 3-6: The Medic

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Medical secret
3rd	+2	Talent
4th	+3	Medical secret
5th	+3	Talent
6th	+4	Medical secret
7th	+5	Talent
8th	+6	Medical secret
9th	+6	Talent
10th	+7	Medical secret

Game Rule Information

Medics have the following game statistics.

Hit Points

At each level, medics gain 1d8 hit points + their Constitution modifier.

Force Points

Medics gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the medic prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Fortitude Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Advanced Medicine talent tree (presented below) or the Survivor talent tree (see page 50 of the *Saga Edition* core rulebook). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ADVANCED MEDICINE TALENT TREE

You are highly trained in medical procedures for all conditions.

Battlefield Medic: You can use the first aid application of the Treat Injury skill on a creature as a standard action instead of a full-round action.

Prerequisite: Steady Under Pressure.

Bring Them Back: You can use the revivify application of the Treat Injury skill on a target that has died anytime within a number of rounds equal to one-half your heroic level.

Emergency Team: You are skilled at working on and managing an emergency medical team. Allies automatically succeed on aid another attempts when assisting you with Treat Injury checks.

Extra First Aid: You can use the first aid application of the Treat Injury skill one additional time per day on a target that has already received first aid for the day.

Medical Miracle: As a standard action, you can make a DC 20 Treat Injury check on an adjacent target. If the check is successful, that target immediately uses its second wind, even if it is above half hit points. If the target has already expended all of its second winds for the day, this talent has no effect.

Natural Healing: Your extensive knowledge of natural healing allows you to make first aid, treat disease, and treat poison (Treat Injury) checks without a medical kit, if you have access to appropriate natural substitutes (as determined by the Gamemaster).

Second Chance: If you fail your Treat Injury check, your patient does not take any additional damage, nor does it die, even if the failed check would normally require it.

Prerequisite: Steady Under Pressure.

Steady Under Pressure: You can choose to reroll any Treat Injury check, using the better result.

Medical Secrets

As your medical skills grow, you gain insight into specific medical procedures and treatment of specific species. At each even-numbered level (2nd, 4th, 6th and so on), you gain a medical secret, giving you a bonus when you use a specific application of the Treat Injury skill. You can select a given treatment only once.

When you gain this class feature, select a secret from the choices below.

Improved First Aid: When you use a medpac to perform first aid with the Treat Injury skill, the creature gains one additional point for every point by which your check exceeds the DC (in addition to any extra hit point gained normally for exceeding the DC).

Improved Heal Damage: On a successful surgery attempt to heal damage, the target recovers an additional number of hit points equal to your class level.

Improved Long-Term Care: On a successful application of long-term care, the target recovers an additional number of hit points equal to your class level.

Improved Perform Surgery: You can attempt a Treat Injury check to perform surgery in half the usual time.

Improved Revivify: You can make a Treat Injury check to revivify someone as a standard action instead of a full-round action.

Improved Treatment: You can make a Treat Injury check to treat disease or radiation in 1 hour, instead of 8 hours. Also, you can treat up to twice as many patients as normal.

Personal Physician: You take no penalties on your skill checks when using the Treat Injury skill on yourself.

Saboteur

Saboteurs aim to disrupt or destroy the physical mechanisms of their enemies, usually covertly and often from within. They might use improvised tools or create specialized devices to carry out certain tasks. They rely on stealth and secrecy to carry out their missions. A saboteur might work alone in a single installation, or as part of a small group for complex or widespread attacks. Saboteur missions employ explosives, computer slicing, droid reprogramming, and social engineering to achieve their goals.



The best saboteurs focus their attacks and methods for maximum disruption and damage to the systems, objects, or vehicles they want to affect. Collateral damage is typically unwanted and counterproductive to their cause, especially to sensitive or nonmilitary targets. Many targets are disabled rather than destroyed, but the results can still be very effective and demoralizing to an enemy. Many saboteurs must make the most of limited supplies, which often forces them to make precise attacks to avoid wasting resources.

During the Dark Times, saboteurs are among the most radical and prolific of the anti-Imperial factions. They might appear at any installation, though high security measures make their attacks less likely. Skilled saboteurs are difficult for Imperials to defend against, and therefore they are ruthlessly pursued by all Imperial organizations, especially the Imperial Security Bureau.

Examples of Saboteurs in Star Wars

Kell Tainer, Kyle Katarn (pre-*Jedi Knight*), Wes Janson, Zann Consortium Defilers.

Requirements

To qualify to become a saboteur, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Mechanics, Use Computer.

Game Rule Information

Saboteurs have the following game statistics.

Hit Points

At each level, saboteurs gain 1d8 hit points + their Constitution modifier.

Table 3-7: The Saboteur

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent, unexpected results
2nd	+1	Destructive
3rd	+2	Talent
4th	+3	Quick sabotage
5th	+3	Talent
6th	+4	Quick sabotage
7th	+5	Talent
8th	+6	Quick sabotage
9th	+6	Talent
10th	+7	Master saboteur



Force Points
Saboteurs gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features
The following are features of the saboteur prestige class.

Defense Bonuses
At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents
At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Slicer talent tree (see page 47 of the *Saga Edition* core rulebook), the Misfortune talent tree (see page 46 of the *Saga Edition* core rulebook), the Sabotage talent tree, or the Turret talent tree (both presented below). You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

SABOTAGE TALENT TREE
You are skilled at improvising weapons, handling explosives, and disrupting the enemy.

Device Jammer: You can construct a short-range jammer that affects a specific type of electronic device such as a personal shield generator, comlink, computer, or datapad. As a full-round action, you select a particular piece of equipment (any object except a droid, vehicle, or weapon) and make a DC 20 Mechanics check. If the check is successful, all devices of the chosen type cease to function while within 12 squares of your position for the remainder of the encounter. You may only have one jammer (device or droid) active at a time.

Droid Jammer: You can construct a short-range jammer that affects droids. As a full-round action, you make a Mechanics check to build the jammer. When a droid comes within 6 squares of you, compare the result of your Mechanics check to the droid's Will Defense. If your check result equals or exceeds the droid's Will Defense, the droid can take only swift actions as long as it remains within the radius of the jammer. Droids that are immune to the effect of a restraining bolt are immune to the effect of this talent. The jammer functions for the remainder of the encounter. You may only have one jammer (device or droid) active at a time.

Extreme Explosion: You know how to set large charges and use dozens of charges for extremely large explosions. You increase the blast radius of any mines or explosives by 1 square.

Prerequisites: Skilled Demolitionist, Shaped Explosion.

Mine Mastery: You can place a mine as a standard action instead of a full-round action.

Shaped Explosion: You know how to set charges to direct a blast in a specific direction or manner. You can shape an explosion caused by explosives or mines that you set into a line or a cone instead of a radius. The length of the line is equal to 2 × the radius of the explosive blast, the length of the cone is equal to 3 × the radius of the blast, and either the line or the cone originates from the square where the explosives are placed.

Prerequisite: Skilled Demolitionist.

Skilled Demolitionist: You can set a detonator as a swift action, and your explosives never go off as the detonator is being placed, even if you fail the check by 10 or more. You must still roll to determine if the charge otherwise goes off as planned (see "Mechanics," page 69 of the *Saga Edition* core rulebook).

TURRET TALENT TREE

You can construct small, disposable, automated turrets.

Blaster Turret I: Once per encounter, as standard action you can create a blaster turret (Size Tiny, Initiative +4, Perception +4, Reflex Defense 10, 10 hp, Threshold 8) that can be mounted to any flat surface. The turret fires as a standard blaster pistol once per round, using your base attack bonus plus your Intelligence bonus and dealing 3d6 points of damage. The turret fires at any target you designate (a free action, once per round on your turn), though you must remain adjacent to the turret to control it. The turret is expended at the end of the encounter.

Blaster Turret II: Your turret's capabilities increase in the following ways: Initiative +8, Perception +8, Reflex Defense 12, 15 hp, Threshold 10, and the turret deals 3d8 points of damage. The turret can be directed by remote control at a range of 12 squares.

Prerequisite: Blaster Turret I.

Blaster Turret III: Your turret gains the ability to fire twice per round, with a –5 penalty on each attack roll, and gains DR 5.

Prerequisites: Blaster Turret I, Blaster Turret II.

Ion Turret: You can construct a turret that is highly effective against droids. The turret deals ion damage instead of normal damage.

Prerequisite: Blaster Turret I.

Stun Turret: You can construct a nonlethal turret. The turret deals stun damage instead of normal damage.

Prerequisite: Blaster Turret I.

Turret Self-Destruct: Your turret self-destructs automatically when it reaches 0 hit points. It explodes in a 2-square radius, dealing its normal damage. If you are adjacent to the turret, you can disable this feature as a reaction.

Prerequisite: Blaster Turret I.

Unexpected Results

When you are active as a saboteur, you occasionally see the results of your work at unexpected moments. When an enemy making an attack roll against you rolls a natural 1 on an attack roll using an advanced melee weapon, lightsaber, pistol, rifle, or heavy weapon, that weapon is immediately disabled and ceases to function until it has received repairs (through use of the repair object application of the Mechanics skill).

Destructive

Starting at 2nd level, you always deal double damage to unattended objects and vehicles.

Quick Sabotage

You know how to disable equipment quickly and effectively. You can attempt a Mechanics check to disable a device by using improvised tools if no security kit is available. At 4th level, you can attempt to disable simple devices as a swift action. At 6th level, you can attempt to disable tricky devices as a swift action. At 8th level, you can attempt to disable complex devices using two swift actions.

Master Saboteur

When you reach 10th level, you excel at inhibiting and destroying enemy equipment. You can reroll any Mechanics check to disable a device or handle explosives, using the better result.

"EXPLOSIVE CHARGES ON LEVELS TWO, FIVE, AND TWELVE, JUST LIKE WE PLANNED."

— MASTER RAHM KOTA



Chapter IV
Organizations



Though the Rebel Alliance has not yet been formed, and resistance cells are scattered throughout the galaxy with no central leadership, heroes still have the option of joining up with other like-minded people in pursuit of a common goal. In fact, during the Dark Times banding together is often the only way to survive. Heroes are likely to want to join, or found, their own rebellious groups (which might lay the groundwork for the Alliance to form). Alternatively, they might seek refuge on the fringes of society, building up their own smuggling empire or joining forces with the Black Sun crime syndicate. Regardless of the type of organization they choose to join or found, this chapter should give both players and Gamemasters the information they need to integrate these organizations into a campaign.

In game terms, an organization is a collection of criteria and benefits that measures a character's value to a particular organization. Moreover, an organization can provide numerous benefits to its members, benefits that increase in value and effect as a member ascends through the organization's ranks. Each organization has its own criteria for what makes a good member, and as such two heroes of the same level might have widely different ranks within the same organization based on their deeds and abilities. Increasing one's rank in an organization often requires a member to do extraordinary things, perhaps even things he wouldn't normally do, to prove his allegiance to the organization or improve his stature. A character can be a member of only one organization at any given time (he can have an organization score with only a single organization); to gain another organization score, a character must abandon his current organization and join a new one. Typically, a character cannot rejoin an organization he has abandoned, though exceptions can be made under special circumstances.

Features of an Organization

All organizations have some common features that describe what the organization is all about and what benefits it provides. The following features are common to all organization descriptions.

Type: This section describes the type or function of the organization, along with a general description of what the organization does and how it goes about its business. Examples include paramilitary groups, crime syndicates, and law enforcement agencies.

Enemies and Allies: This part of an organization entry details the known allies and enemies of the organization. Organizations have the potential to make friends with powerful people, and at the same time they might offend or anger other people in different positions of influence. Some organizations will make enemies and allies of other organizations, and these relationships are detailed in this section.

Scale: An organization's scale determines its sphere of influence, where its members can be found, and where its resources can be accessed. An organization's scale is not necessarily tied to its number of members. For example, a noble house from the Tapani Sector might have only a few hundred members, but its influence is felt across many planets, making it more expansive than a planetary militia that has tens of thousands of members.

Organization Score Criteria: Every member of an organization has an organization score that describes how revered or reviled the character is within the ranks of the organization. This section describes what it takes to join an organization, and then what it takes to rise and fall through the organization's ranks based on one's organization score. The basic criteria for joining the organization must be observed by all members, although certain criteria for advancement and demotion might affect only certain members.

If a character's organization score drops to 0 or lower, that individual is removed from the organization and may not rejoin except under special circumstances.

Criteria Tables: Each organization entry contains criteria tables, which enumerate the individual acts or attributes that provide bonuses and penalties to an individual's organization score.

Titles, Benefits, and Duties: Once a character has an organization score, he compares it to the information in this section to determine the good and bad aspects of membership. This section gives information on the benefits gained by heroes at certain organization scores, as well as the drawbacks and duties they face as well. For example, a hero might have access to resources he could not normally get elsewhere, while at the same time find himself forced to deal with Imperial bounty hunters.

Roleplaying Applications: Joining an organization is not something one does on a whim; it is a commitment that can shape the entire course of a character's life. This section describes the roleplaying applications of being in an organization, such as how it might change a hero's attitude or how it might challenge him on a regular basis. If an organization calls for the destruction of a civilian power plant but the hero is a Jedi who has sworn to protect civilians from harm, what kind of conflict does that create in the character, and how might it be resolved? This sections seeks to raise, and answer, questions such as that.

Creating a New Organization

Though this chapter presents several organizations for heroes to join, players and Gamemasters might want to craft their own organizations from the ground up to personalize their campaigns. If a player wants to found an organization and become its leader, she can take the Natural Leader feat (see page 34). Other heroes, even members of her own adventuring party, can join her organization, or join totally different organizations if they so choose. Some players might simply want to be members of a new organization (or one not described below), in which case the Gamemaster should craft an organization to suit the campaign.

When you, as the GM, begin creating an organization from scratch, you need to have certain pieces of information on hand before you start dealing with game mechanics. The following questions should be answered when you are ready to begin the organization design process.

What Are the Organization's Goals?

The most important question you need to answer is what the organization sets out to do. Most organizations are unified by their goals. Crime syndicates want to make money, governments want to keep order, law enforcement agencies want to bring people to justice, and Force traditions want to expand their knowledge of the Force. Decide what your organization works toward achieving and what they want to accomplish so that you have a better idea of why the organization works together.

Who Is a Member of the Organization?

When you determine what kinds of people are members of an organization, you help define what a player character is expected to be like as well if he joins that organization. If an organization is made up only of Force-sensitive Kel Dor, a Rodian scoundrel might not fit in as well as that character's player would like. Along the same lines, an organization whose members are made up of hundreds of species from around the galaxy would not be likely to accept a member from the Humanocentric Empire who is unwilling to abandon his antialien bias. Deciding what kinds of characters fit in well with an organization also dictates what kinds of characters are engaged with it.

Who Runs the Organization?

Ask yourself who is in charge of the organization in question. Is your Force tradition ruled by a council of elders who hand down assignments from their chambers? Is your noble house led by a charismatic Senator or an unscrupulous bureaucrat? Does your business fall under the control of a single, powerful decision-maker, or does he in turn answer to a shadowy council of investors? An organization's leaders are the ones who are likely to dole out assignments or award special recognition to a character, and as such it is important to have an idea of who these people might be.

Where Does the Organization Operate?

Defining an organization's general area of operation is essential to determining its scale. Moreover, an organization might function only in a certain region of the galaxy, making it difficult for heroes adventuring in other systems and sectors to get in contact with the agents of that organization. Additionally, many of the resources an organization provides can be obtained only within that organization's domain, and as such it should be clearly defined what that domain actually encompasses before the creation of the organization is finished.

What Does the Organization Do on a Regular Basis?

Figure out what kinds of routine tasks the organization undertakes. Do agents of your noble house travel to the government center every day to participate in politics? Does your paramilitary organization stage raids on Imperial outposts once a week? Does your pirate gang prey on passing ships every few hours? Regular and routine activities help define the organization as a whole and give the GM a better idea of what to expect that a heroic member of the organization will need to undertake as a part of membership.

Who Supports the Organization, and Who Works Against It?

Aside from its members and leaders, an organization usually has third-party supporters. Nobles who support the cause clandestinely funnel credits into the organization's account, and law enforcement agencies look the other way when a group's actions are for the good of the people, if not necessarily within the letter of the law. By the same token, every organization has its enemies, and they usually work to stymie the group's progress at every turn.



Determining who works for and against an organization will help flesh out enemies and allies during the creation process.

After you've answered these questions, you can go back and fill in the organization's history, notable members, specific history, and so forth.

Designing a New Organization

When creating a new organization, you must determine all of the following traits.

Type

An organization's type determines its function, methods, and the scope of its power and influence. An organization's type also determines what kind of Knowledge check is used to find out more information about that organization. If you are not sure what type to choose for your organization, take a look at other organizations similar to yours and see what type they use.

Any organization should be classified as one of the types given in the following table. Information about an organization can be discovered or determined by a character who makes a successful Knowledge check using the skill given in the second column.

ORGANIZATION TYPE	KNOWLEDGE SPECIALTY
Business/professional	Knowledge (bureaucracy)
Community or tribe	Knowledge (galactic lore)
Crime syndicate or outlaw gang	Knowledge (social sciences)
Enforcement	Knowledge (bureaucracy)
Force tradition	Knowledge (galactic lore)
Government/bureaucracy	Knowledge (bureaucracy)
Military or paramilitary	Knowledge (galactic lore)
Noble house	Knowledge (social sciences)
Religion	Knowledge (social sciences)

Enemies and Allies

Determining whom your organization gets along with and whom it comes into conflict with is usually easy. If your organization fights against the Empire, chances are the Empire is your enemy. If your organization seeks to end the scourge of crime in its sector, crime syndicates are probably your enemy. By the same token, if you have goals and methods similar to those of another organization, it is likely to be your ally. For example, if your organization is a paramilitary group that helps stop interstellar smuggling, law enforcement agencies might be your allies.

Scale

Determining an organization's scale is one of the most important parts of creating a new organization. An organization's scale determines how powerful and influential it is and what resources are available to its members. For organizations founded by players, the organization's scale is a function of their level and Charisma modifier (see the description of the Natural Leader feat, page 34, for more information on how this mechanic works). For other organizations, ones that are more established and that have a longer history, the Gamemaster should determine each organization's scale based on its history and sphere of influence. The organization should have a scale comparable to that of other organizations of its type; for example, a pirate gang that preys upon ships throughout the Elrood Sector is probably found throughout the sector but likely doesn't have the resources to be everywhere in the sector at once. As such, the gang is probably considered influential in multiple systems simultaneously, but borders on being sectorwide. The Gamemaster would then choose a scale of 12 (multiple systems) for the organization, since it definitely covers multiple systems throughout the sector but is not quite as large as, say, the sector government.

Table 4-1: Organization Scale gives scale numbers, as well as the general sphere of influence and examples of organizations at each scale. Note that an organization might be present at a certain scale but have little influence; for example, the Bothan Spynet is present throughout the galaxy, but has real

Table 4-1: Organization Scale

SCALE	SPHERE OF INFLUENCE	EXAMPLES
1	Small localized group	Single starship, neighborhood
2	Larger localized group	Primitive tribe, cantina, trading post
3	City area	Small noble house, local police
4	Small city faction	Swoop gang, small Force tradition
5	Larger city faction	Secret police, underground racing league
6	Citywide	Moderate Force tradition, city security force
7	Citywide (larger)	Jedi academy, local crime syndicate
8	Regional/national	Large noble house
9	Planetary	Corellian Security Force (CorSec), House Organa
10	Multiple planets	Government with colonies, Kota's Militia
11	Systemwide	System Defense Forces, Colonial military
12	Multiple systems	Regional government, Tapani Sector noble house
13	Sector	Corporate Sector Authority, Sector Rangers
14	Multiple sectors	Bounty Hunters Guild, Car'das Smugglers, Trade Federation, Antarian Rangers
15	Galactic region; Core Worlds, Outer Rim, Expansion Region, etc.	Bothan Spynet, Hutt Clan, Sith Empire
16	Multiple galactic regions (more than 3)	Black Sun, Confederacy of Independent Systems, Yuuzhan Vong invasion
17	Partial galactic: most known worlds, except in some regions	Old Republic, Jedi Order, Rebel Alliance
18	Galactic; most known worlds in the primary galactic axis	New Republic, Galactic Alliance
19	Intergalactic; known galaxy and satellite galaxies	Galactic Empire
20	Entire galaxy; all known worlds plus Unknown Regions	None to date

influence in only a few regions. Additionally, an organization's scale is not directly related to the number of members within the organization; clearly, any single branch of the Corporate Sector Authority (scale 13) has far more members than the Jedi Order (scale 17), yet the Jedi Order has influence throughout a much larger portion of the galaxy.

Organization Scale vs. Power

An organization's scale is a measure of its power and influence, and is a symbolic number that represents a number of factors. When two organizations come into conflict, the Gamemaster can use the organization's scale to resolve the outcome of that clash if it doesn't require an in-game roleplaying solution. For example, if the heroes' organization decides to raid an enemy storehouse, and this raid is not a part of an adventure, the Gamemaster can use organization scale to determine the success of failure of the raid.

When an organization takes action against another organization, you can roll a power check to determine which side comes out ahead. To make a power check, roll 1d20 and add the organization's scale, comparing it to a similar check for the opposing organization. If circumstances are favorable for one organization, grant that organization a +2 bonus on its power check; likewise, if circumstances are unfavorable, impose a –2 penalty on that organization's power check. If the winner of the opposed check exceeds the opponent's result by 15 or more, the losing organization suffers a devastating defeat, and in some circumstances its scale might be reduced by 1 (as determined by the Gamemaster).

For example, the Lok Revenants (scale 12) decide to attack a convoy belonging to the Desilijic Hutt clan (scale 15). Since this conflict is tangential to the plot and has little to do with the adventure at hand, the Gamemaster decides to resolve it "offscreen" to save time and move the story along. The Revenants stage their attack in a nebula that the Revenants often use and know very well, granting them a +2 bonus on their check for favorable circumstances. The Gamemaster rolls a 14 for the Lok Revenants (giving that group a power check result of 28), and a 9 for the Desilijic Hutt clan (giving it a result of 24). In this case, the Lok Revenants stage a successful raid, capturing starships and valuable cargo. Of course, the Hutts might not look upon the pirates favorably after that, and could stage a mercenary raid of their own. . . .

Organization Score Criteria

Once you have determined the organization's scale, you can determine which criteria are used to increase a character's standing. The tables below provide some of the most common organization score criteria, which can be adapted to fit a new organization. Though the values below are recommended for each criteria (positive and negative), the Gamemaster can modify the bonuses to organization scores if a particular criteria has a larger impact on the organization than would normally be assumed. For example, a Force tradition might normally award a bonus to a character's organization score for defeating a member who has fallen to the dark side at + 1/4 CR. However, if it is exceedingly rare that this happens—say, only once or twice in the last 1,000 years—the Gamemaster can bump this up to a bonus of +1/2 CR if it is appropriate to the campaign.

Using Organizations to Resolve Mass Combat

You can use the organization power check rules to resolve mass combat. Though the Gamemaster might have an outcome of battle in mind when mass combat takes place, the power check rules make it easy to resolve large-scale battles without having to script them entirely. When the heroes participate in a large battle, such as the Battle of Naboo or the Battle of Endor, they have the chance to make a difference and turn the tide of combat. Typically, a massive fight will take place in the background while the heroes engage in a small number of more focused encounters. If you want to use this system to resolve mass combat, design adventures using massive battles as the backdrop for a number of encounters.

Each time the heroes successfully overcome an encounter, make an opposed power check between the two factions, adding a bonus equal to one-half the average level of the heroes to the power check of the heroes' allied organization. If the heroes fail to overcome an encounter, make an opposed power check but impose a –5 penalty on the allied organization's power check. Take note of which organization wins each power check, and at the end of the battle the organization that has the higher number of victories wins.

For example, the heroes are members of Kota's Militia (scale 10) staging an assault on an outpost belonging to the Empire (scale 19). The heroes have an average of ten heroic levels, and they plan the attack to take place when the Imperial Navy is shifting vessels between star systems (resulting in unfavorable circumstances for the Empire). The GM determines that there will be three encounters that represent the battle. The heroes overcome the first encounter successfully, and the GM rolls a power check for Kota's Militia (roll of 14 + 10 for scale + 5 for one-half the party's heroic level, total of 29) that beats the Empire's power check (roll of 11 + 19 for scale – 2 for unfavorable circumstances, total of 28). They fail the second encounter, and the Empire wins that power check handily. On the third encounter they succeed, and Kota's Militia wins the last power check. The militia has won two out of three power checks, and emerges from the battle victorious.

When you create a new organization (or when a heroic character founds a new organization), select criteria from the tables below to modify members' organization scores. Every organization can have up to ten positive criteria for "free"; for each positive criterion beyond the tenth, you must also select a negative criterion that can reduce a member's organization score. Thus, an organization that has twelve positive criteria will also have two negative criteria.

Modifiers for Larger Scales

The modifiers on the tables below apply to organizations with a scale of 1 through 7. For organizations with a scale of 8 through 14, divide the organization score modifier by 2. For organizations with a scale of 15 through 20, divide the organization score modifier by 4. The minimum adjustment a character can receive is 1 point.

Table 4-2: Sample Organization Score Criteria

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Experience	+1/2 character levels
Is a member of a certain species	+1
Has at least one level in a certain class	+1
Charisma 13 or higher	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 through +14	+2
Base attack bonus +15 or higher	+3
Trained in appropriate skill	+1
Has the Skill Focus feat for appropriate skill	+2
Has a feat that is significant to the organization	+1
Has a talent that is significant to the organization	+1
Is Force-sensitive	+1
Knows a particular Force power	+1
Has levels in the Jedi Knight or Sith apprentice class	+2
Reviled	+1/4 Dark Side Score
Member of a prestige class significant to the organization	+1
Wealth	+1 per 50,000 credits
Possesses an item significant to the organization (example: lightsaber)	+2
Has a destiny significant to the organization	+1
From a favored planet	+1
Has parents, spouse, or siblings in the organization	+2
Recruits a new member into the organization	+1
Ten or more years spent in the organization	+1
Thirty or more years spent in the organization	+2
One hundred or more years spent in the organization	+5
Recommendation of a member who has an organization score of 21+	+2
Saves the life of a member who has an organization score of 21+	+3
Works continually with a member of the organization	+1
Completes a mission assigned by the organization	+1 per mission
Makes a discovery important to the organization	+1 per discovery

POSITIVE CRITERIA (CONT.)	ORGANIZATION SCORE MODIFIER
Defeats an enemy of the organization in combat (CL must be equal to or greater than the character's level)	+1/4 opponent's CL
Destroys/razes a stronghold of an enemy of the organization	+8
Participates in ritual/pilgrimage important to the organization	+1
Donate credits or supplies to the organization	+1 per 5,000 credits donated
Participates in a battle in which the organization is victorious	+1
Brings an enemy of the organization to justice	+1/4 opponent's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Is of a hated species	-2
Associates with hated species	-1
Charisma 8 or lower	-2
Lacks base attack bonus of a certain amount	-3
Not trained in appropriate skill	-2
Lacks a feat that is significant to the organization	-3
Lacks a talent that is significant to the organization	-3
Is not Force-sensitive	-2
Reviled	-1/4 Dark Side Score
Known to be friendly with an enemy of the organization	-2 to -10
Loses or destroys supplies or material that belongs to the organization	-1 per 5,000 credit value
Fails on a mission assigned by the organization	-2
Fails to defeat an enemy of the organization in combat	-4
Is a wanted criminal or is the target of a bounty posting	-2
Has a death mark	-5 to -10
Steals from the organization	-10
Provides information about the organization to an enemy	-10
Posts a bounty on a member of the organization	-10
Kills a member of the organization intentionally	-20

Table 4-3: Sample Benefits and Duties

Benefits for Organization Score 10–19

+2 bonus on attempts to use the aid another action to assist another member of the organization

+2 bonus to Will Defense to resist effects from enemies of the organization

When you spend a Force Point to enhance a particular skill check, roll 2d6 and take the higher result

Monthly stipend of 100 credits × your organization score for tasks related to the organization

Access to an astromech droid or protocol droid that has no more than three nonheroic levels (no heroic levels)

Access to a safe house or unfurnished apartment within organization's scale

Access to a starfighter for up to 1 week

Access to a specialist agent (one who has no more than four levels, heroic or nonheroic) while within the organization's sphere of influence

Can spend a Force Point to immediately requisition 1,000 credits' worth of legal, unrestricted supplies or services within the organization's sphere of influence

Free transportation while within the organization's sphere of influence

Pay no licensing fees on licensed goods within the organization's sphere of influence

Benefits for Organization Score 20–29

+1 circumstance bonus on attack rolls against an enemy of the organization

10% discount on items purchased through a vendor friendly to the organization

Obtain a meeting with an official, ruler, or leader of your organization or a group friendly to your organization in 1d4 days

Take no attitude penalty on Persuasion checks to influence the attitudes of members of the organization

Access to an information source that allows you to make a Gather Information check from anywhere in the galaxy

Access to four helpers or agents (nonheroic 8) while within the organization's sphere of influence

Access to a specialist agent (one who has no more than eight levels, heroic or nonheroic) while within the organization's sphere of influence

Access to a space transport for up to 1 week

Benefits for Organization Score 20–29 (Cont.)

Access to four starfighters for up to 1 week

Costs for modifying items that have significance to the organization by using the Tech Specialist feat are waived once per week

Free medical care while within the organization's sphere of influence

Pay no licensing fees on restricted goods within the organization's sphere of influence

Benefits for Organization Score 30 or Higher

Access to a capital starship for up to 1 week

Access to a space transport

Access to twelve starfighters (and their pilots) for up to 1 week

Access to a personal aide who has heroic levels equal to your heroic level –3

Can spend a Force Point to immediately requisition 10,000 credits' worth of supplies, regardless of restrictions

Obtain a meeting with an official, ruler, or leader of a rival (but not enemy) organization in 1d4 days (maximum once every three months)

Access to a specialist agent (one who has no more than twelve levels, heroic or nonheroic) while within the organization's sphere of influence

Pay no licensing fees on military goods within the organization's sphere of influence

Duties

Perform a dangerous mission for the organization

Kill, capture, or disable an enemy of the organization (CL equal to your heroic level +1)

Donate credits to the organization's reserves (credits equal to 1,000 × your character level)

Obtain supplies or material for your organization (valued at credits equal to 2,000 × your character level)

Destroy opposing organization's supplies (valued at credits equal to 5,000 × your character level)

Participate in a battle against an enemy of the organization

Recruit or rescue a member of the organization

Train a new member of the organization

Obtain a rare or unique object for the organization

Titles, Benefits, and Duties

Some organizations have titles that correspond to ascension through the organization's ranks; for example, a military organization has ranks such as lieutenant, captain, and general, while other organizations might have their own rank structure. Typically, a new rank is achieved for every 6 to 10 points gained in an organization score, though some organizations might have larger or smaller gaps in their rank system. Additionally, some organizations have smaller gaps between ranks at lower ranks than at higher ranks, making it easier to obtain new titles at the lower levels of the organization than at higher levels. Not every rank brings with it new mechanical benefits, and many titles are merely honorifics.

Moreover, being a high-ranking member of an organization usually carries with it both responsibilities and benefits. When you create an organization, choose three benefits (one from each tier) to grant members of the organization who achieve a certain organization score. You can select additional benefits, but for each additional benefit you select, you should also choose a duty that affects that character. A higher-ranking member of an organization gains all the benefits of lower ranks, as well as the benefits of his current rank. Although being a high-ranking member of an organization certainly has its advantages, that status also makes that character a target and can drain away time and resources that he needs to spend in attempting to fulfill his responsibilities.

Roleplaying Applications

Each organization's description should include some roleplaying notes that tell players how being a member of that organization will affect their characters.

Organizations for the Dark Times

The following sample organizations are suitable for use in a *Force Unleashed* campaign, and are intended for players who want to join an organization that will allow them to oppose, or at least operate outside, the Galactic Empire. The Gamemaster should note that the organizations presented here do not strictly follow the rules given above for organization creation; similarly, the GM should feel free to bend some of the rules of his originally created organizations in order to better fit the concept. These organizations can be used straight from the book, or can serve as an inspiration for the new organizations in a campaign.

Antarian Rangers

The Antarian Rangers are a group of trained soldiers and scouts who specialize in providing support for the Jedi. Founded by a Gotal named Kaskutal, the Antarian Rangers serve as field agents when the Jedi need resources beyond those provided by the Order. Though trained for combat, the Antarian Rangers also provide nonviolent support by offering Jedi transport services, supplies and other physical resources, and intelligence when working in the galaxy abroad. Though their efforts were not officially sanctioned or approved by the Jedi Council, many Jedi Knights trusted the Antarian Rangers with their lives.

When Supreme Chancellor Palpatine executed Order 66, the Jedi were not the only ones targeted. Antarian Rangers, long known to be staunch supporters of the Jedi, were branded as enemies of the state and collaborators who should be wiped out as well. Their numbers already diminished by the Clone Wars, the Antarian Rangers were all but wiped out by the clone troopers, much the same as the Jedi were, and they nearly faded into obscurity.

Also like the Jedi, many Antarian Rangers survived the purge by going into hiding. Small cells of Antarian Rangers continue to operate during the rise of the Empire, including cells at Toprawa and Tabiid. Though fleeing from the long reach of the Empire themselves, the Antarian Rangers ferry those few Jedi who survived the Clone Wars to safety, with varying degrees of success. As the Empire marches on, the Antarian Rangers become less like an active paramilitary group and more like an underground resistance movement. Though they do not reach anywhere near the scale that the Rebel Alliance will in later years, the Antarian Rangers conduct clandestine military operations to locate and rescue Jedi, fight off rising Imperial oppression, and protect their own members from discovery and imprisonment.

Type: Paramilitary.

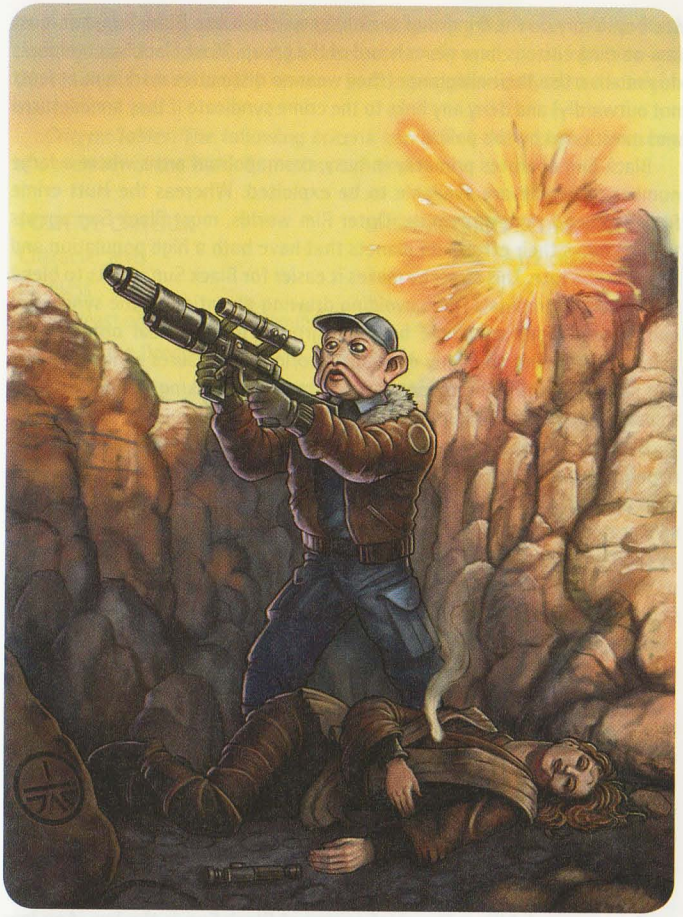
Enemies and Allies: The greatest enemy of the Antarian Rangers is the Empire. Imperial Inquisitors continue to scour the galaxy for the remnants of the Jedi and their supporters, and the Antarian Rangers are hunted down just as voraciously. Like the Rebel Alliance during the Galactic Civil War, the Antarian Rangers oppose the Empire at every turn, and they fight against anyone who aids the government in exterminating the Jedi.

The few Jedi who remain following Order 66 fall under the Rangers' protection, though most go so far into hiding that even the Antarian Rangers do not know where they are. Some Antarian Rangers have allied themselves with members of other Force traditions, in the hope of preserving Force-sensitive beings in preparation for the day when the Jedi Order is rebuilt and new Padawans are needed.

Scale: 14 (multiple sectors).

Organization Score Criteria: In order to become a member of the Antarian Rangers, a character must possess at least rudimentary knowledge of the Force and the Jedi's existence prior to the rise of the Empire. A character cannot begin using organization criteria or gaining the benefits of an Antarian Ranger organization score until he has successfully made contact with a member of the Antarian Ranger organization and pledged support.

Criteria Tables: The following criteria can affect the organization score of a member of the Antarian Rangers.



POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Member of the Gotal species	+1
Force-sensitive	+1
Has at least one level in the scout or soldier class	+1
Has the Coordinated Attack feat	+1
Has the Weapon Focus (rifles) feat	+1
Completes a mission assigned by the Antarian Rangers	+1
Consistently travels in the company of a Jedi	+1
Discovers a Jedi who survived Order 66	+1 per discovery

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Has levels in the Jedi Knight prestige class	+1
Establishes a secret base or safe house for Jedi on the run	+1
Spends a Destiny Point to absorb damage that would be dealt to a Jedi	+1
Saves the life of a Jedi, or frees one from captivity	+2
Kills a dark Jedi, Sith, or other dark sider	+1/4 the dark sider's CL
Obtains supplies or weapons for use by the Antarian Rangers	+1 per 10,000 credits in value (max +5)

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Takes on a bounty for a Jedi who has a Dark Side Score of 3 or lower	–2
Known to be an ally, informant, or agent of the Empire	–5
Kills a Jedi who has a Dark Side Score of 3 or lower	–10
Intentionally kills another Antarian Ranger	–20

Titles, Benefits, and Duties: The Antarian Rangers organize themselves much like any other military outfit. Though the organization has fewer ranks than a full-scale military, becoming a Ranger is part of a lengthy process that requires a member to prove both loyalty and capability. While they are active in the organization, Antarian Rangers must be prepared at all times to answer the call of their leaders, and they are expected to step in whenever a Jedi needs assistance. Antarian Rangers receive highly specialized training that teaches them pathfinding and survival skills, search and rescue protocols, and the basics of providing armed support to Force-wielding Jedi on the battlefield.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–7	**Explorer:** Explorers are the lowest-ranking members of the Antarian Rangers. They are applicants who have not yet completed the training required to become full-fledged Rangers. Once per encounter, an explorer can make a Perception check as a swift action.
2	8–10	**Lieutenant:** The rank of lieutenant is an honorific that carries no mechanical benefits.
3	11–20	**Ranger:** Rangers are official members of the organization who have completed their training and are on active duty. When a ranger uses the aid another action to assist a character who has at least one level in the Jedi class on a skill check or attack roll, he increases the bonus provided by that aid by 1.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
4	21–30	**Ranger Captain:** Field commanders and officers, ranger captains are distinguished members of the Antarian Rangers organization who have proven their ability to lead troops into combat. Once per encounter, if a ranger captain succeeds on a Perception check to notice a target that is actively using the Stealth skill to avoid notice, the ranger captain can make a single immediate attack against that target, provided the target is within range.
5	31 or higher	**Ranger General:** The highest-ranking members of the organization, ranger generals make the broad, sweeping decisions that affect the Antarian Rangers as a whole. Once per encounter as a swift action, a ranger general can grant a number of allies equal to his Charisma modifier (minimum one) the Rapport feat (see page 34) for the duration of the encounter. All such allies must be within the ranger general's line of sight to receive this benefit, though they need not remain within line of sight to retain the benefit.

Roleplaying Applications: Playing a member of the Antarian Rangers presents many of the same difficulties as playing a Jedi during the Dark Times. Hunted nearly to the brink of extinction, Antarian Rangers have no one to call on but themselves if trouble arises. Additionally, since most Rangers lack the ability to tap into the Force, they rarely get advance warning that agents of the dark side are approaching, and thus are susceptible to ambush by the Emperor's pawns.

Antarian Rangers are likely to be among the first into battle and the last to leave. Members of the organization usually take scout talents such as Evasion and Improved Initiative, combining those with abilities of the soldier class to create mobile and survivable advance scout troops. Additionally, at higher levels most Antarian Rangers will take at least a few levels in the elite trooper and officer prestige classes, seeking talents such as Assault Tactics (or any of the other tactical talents) that can aid them in coordinating squads of allies.

Black Sun

Though the Hutts are among the most famous criminals in the galaxy, the Black Sun crime syndicate is likely the single most widespread underworld group, stretching from the Core Worlds all the way to the Outer Rim. The Black Sun crime syndicate is full of assassins, murderers, and other sadistic criminals out to make a profit from their illegal activities. Black Sun, whose center of operations is on the city planet of Coruscant, operates in partial secrecy. Many on the fringes of society know the name Black Sun, but most law-abiding citizens have never heard of the group. Most Black Sun members do not advertise their allegiance (they wear no distinctive markings, at least not outwardly) and deny any links to the crime syndicate if they are captured and questioned by the police.

Black Sun operates primarily in busy, cosmopolitan areas where a large number of people are available to be exploited. Whereas the Hutt crime families spend time on remote, Outer Rim worlds, most Black Sun agents tend to focus their efforts on planets that have both a high population and a high crime rate. This strategy makes it easier for Black Sun agents to blend in with other criminals (thus avoiding drawing attention to the syndicate) and also provides an ample breeding ground for potential organization members. Working on highly developed worlds also ensures a higher payoff and provides more options for syndicate members seeking to find an arena to dabble their dirty fingers in.

Black Sun operates in a variety of criminal fields. Each Vigo (high-ranking member) typically specializes in a particular crime or vice; for example, one Vigo might specialize in extortion, and thus would be in charge of a massive protection ring on Coruscant. Another might be a former assassin, and as such would be put in charge of the syndicate's band of galaxy-roaming professional killers. Black Sun agents deal in everything from confidence scams, gambling rings, and extortion rackets to high-level thievery, corporate espionage, and terrorism. For the right price, Black Sun is willing and able to perform almost any task outside the law.

Black Sun is highly capable and equally ruthless. Crossing a Black Sun agent is a good way to ensure than misfortune will come your way. Crossing a high-ranking operative usually earns the offender a one-way ticket to a block of carbonite at the bottom of a Mon Calamari ocean. Black Sun is also willing to take out its own members when they displease the Vigos or the underlord. Many well-known criminals have been found dead as the result of infighting between members of the Black Sun crime syndicate.

Type: Crime syndicate.

Enemies and Allies: The chief enemy of Black Sun is the law. Any law enforcement agency, from Corellian Security all the way up to the Sector Rangers, would be thrilled to bring down a part (or all) of Black Sun. Additionally, any criminal organization that doesn't fall under Black Sun's umbrella is usually a rival, if not an outright enemy, of Black Sun. Though the Black Sun crime syndicate certainly has its fair share of enemies, most Vigos and their underlings are not without their sense of opportunity, and many times Black Sun agents will make alliances (however temporary) with other groups and individuals as benefits their needs.

Scale: 16 (multiple galactic regions).

Organization Score Criteria: In order to become a member of Black Sun, typically one must rise through the ranks of the criminal underworld high enough to attract the attention of an existing Black Sun agent. A character

cannot begin using organization criteria or gaining the benefits of a Black Sun organization score unless he has successfully undergone initiation into the syndicate, which usually involves performing some difficult and dangerous criminal act.

Criteria Tables: The following criteria can affect the organization score of a member of the Black Sun crime syndicate.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Ruthless	+1/4 Dark Side Score
Has at least one level in the scoundrel class	+1
Trained in the Deception skill	+1
Wealth	+1 per 20,000 credits (max +5)
Obtains money/supplies through crime	+1 per 5,000 credits (max +5)
Recruits a new member of Black Sun	+1
Has the Skill Focus (Deception) feat	+1
Has at least one level in the crime lord prestige class	+1
Has at least one follower from the Minion talent	+1
Is a wanted criminal	+1
Deflects police or other authorities away from a Black Sun operation	+1
Kills an enemy of Black Sun	+ 1/4 enemy's CL
Kills a traitor to Black Sun	+ 1/4 enemy's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails at a task assigned by a superior	–1
Gets another member of Black Sun killed while on the job	–5
Loses Black Sun property	–1 per 20,000 credits value
Associates with members of law enforcement	–2
Fails to deflect police attention away from a Black Sun operation	–2
Captured by the authorities	–5
Posts a bounty on a member of Black Sun	–10
Provides information to the authorities about Black Sun operations	–10

"IF YOU CANNOT AFFORD TO LOSE, YOU SHOULD NOT PLAY THE GAME."

– PRINCE XIZOR

Titles, Benefits, and Duties: Black Sun doesn't concern itself overly with specific titles, except for its highest-ranking members (the Vigos and the underlord). Most new initiates never advance beyond the rank of operative, simply because competition is so fierce that anyone who tries to ascend through the syndicate's hierarchy has to eliminate those above him first. Black Sun teaches its members how to take advantage of the weak, the innocent, and the corrupt for their own benefit. Black Sun demands that its agents be stronger, faster, smarter, and more perceptive than the agents of other criminal organizations, and failure usually results in severe punishment. All Black Sun agents are required to do what their superiors demand, a fact that has led some particularly cowardly Vigos to send ambitious underlings on suicide missions.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–12	**Operative:** Operatives are the lowest-ranking members of the Black Sun crime syndicate and represent the majority of its members. Operatives can be anything from spies to thugs or assassins, though no operative has much clout within the syndicate. Once per encounter, an operative of Black Sun can increase his damage on a single attack by 1 die. The use of this ability is declared after the operative makes his attack roll, but before damage has been rolled.
2	13–22	**Enforcer:** Enforcers are dangerous and ambitious members of Black Sun who are responsible for making sure that the daily activities of the crime syndicate go smoothly. Enforcers can be everything from gang leaders to cleanup crew who ensure that the syndicate's activities do not draw Imperial attention. Once per encounter, a Black Sun enforcer can take 20 on a Persuasion check to intimidate a target as a full-round action.
3	23–30	**Vigo:** Crime lords in their own right, the Vigos of Black Sun are the most feared agents in the syndicate. Each Vigo usually controls Black Sun activities throughout an entire sector. Any Vigo who has levels in the crime lord prestige class can have a number of minions equal to his or her Charisma modifier (minimum 2) present at any given time, ignoring the restriction that allows only one minion to be present at a time.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
4	31 or higher	**Underlord:** The underlord is the supreme ruler of the entire organization. Prince Xizor is the Black Sun underlord throughout most of the Dark Times and the Rebellion Era. There can be only one underlord at any given time, and a rising agent of Black Sun who wants to seize the title of underlord must kill the current underlord to take his place. An underlord can have one minion that has heroic levels instead of nonheroic levels (as dictated by the Attract Minion talent).

Roleplaying Applications: Playing a member of Black Sun, especially in a heroic party, can present a number of challenges. Though Black Sun agents are often called upon to perform illegal and unethical actions, desperate times often call for desperate measures. The Black Sun syndicate feels the pressure of the Empire just as anyone else does, and a Black Sun character might ally himself with a group of heroes in the hope of dealing enough damage to the Empire to weaken its grasp on the galaxy. Black Sun agents also mix well with smugglers, bounty hunters, and anyone else who isn't afraid to shoot first and scoop up the credits later.

Black Sun agents usually find a mix of the scoundrel and noble classes to be the most effective. The Wealth talent can represent the money a Black Sun agent makes from his misdeeds (many of which occur "offscreen" and during downtime), providing the character with some tangible rewards for his crimes. Similarly, Black Sun agents who are interested in rising through the crime syndicate's ranks will quickly find that the crime lord prestige class is a great way to obtain enough minions and a reputation for violence to challenge any superior in the organization, even the underlord himself.

Bothan Spynet

Among the foremost information-gathering organizations in the galaxy, the Bothan Spynet makes knowledge its business. A natural outgrowth of Bothan society and culture, the Spynet represents the labor of thousands of Bothans and their allies throughout the galaxy. No other spy network in the galaxy can claim the level of organization and expansion that the Bothan Spynet boasts; the Bothans have agents in almost every government in the Empire, and though the Empire's policies of antialien discrimination keep them from reaching the highest levels of the military they have still managed to win (or buy) the assistance of high-ranking Imperial personnel.

Not all members of the Bothan Spynet are, in fact, Bothans. Were that the case, Bothans everywhere in the galaxy would be shunned even more than they already are. Instead, the Spynet's most senior leaders are Bothans, while informants and agents are members of a variety of species. The Spynet is a vast web of interconnected information networks; a Twi'lek major domo working for a Hutt crime lord might pass information along to the Spynet in exchange for information about the Hutt's rivals, while a Podracer pilot might obtain plans for a new military-grade engine in exchange for spying on his noble sponsor from the Tapani Sector. The Spynet trades information for information, money for information, or information for money.

The Bothan Spynet spans thousands of worlds throughout the galaxy. Agents on these worlds pass information up to their higher-ranking contacts, who pass it along to their higher-ranking contacts, until the information reaches the highest levels of Spynet command. Though the Spynet does not have one central base of operations, the leading members of the Spynet collate, sort, and analyze the information that flows in, then disseminate the information throughout the galaxy as they see fit. The information network acts as a series of chains connected to a central hub, with information traveling up and down each chain on a regular basis.

The Bothan Spynet does not obtain its information solely through trade and bribery. Bothan spies, among the most talented espionage and observation agents in the galaxy, are often dispatched to bring back information of critical importance. Though it will be many years until the Spynet's agents obtain information on the Emperor's visit to the second Death Star, Bothan spies are constantly roving the galaxy on important missions. They are dispatched to the farthest reaches of the galaxy, traveling far from Bothawui in search of whatever information their commanders need. Each Bothan spy is a master of infiltration and espionage, and loyal to the Spynet and all Bothans above all else.

Type: Business/professional.

Enemies and Allies: No one likes to be spied on. For this reason, many people throughout the galaxy—even normal, law-abiding citizens who have nothing to hide—revile the Bothan Spynet for its information trafficking. Most of the Spynet's enemies are corporations and governments that don't want their private information available for others to see. Moreover, since the Spynet often obtains and then redistributes sensitive information (such as blueprints for a prototype starship, or the travel plans of Grand Moff Tarkin), thousands of people throughout the galaxy wouldn't be opposed to killing a Spynet agent just to keep that information from getting out. By the same token, just as many organizations use the Spynet to obtain information on their own enemies and competitors. As a result, one who might be an enemy today could just as easily be an ally tomorrow.

Scale: 15 (galactic region).

Organization Score Criteria: Becoming a member of the Bothan Spynet in any meaningful capacity usually involves earning the trust of an existing member. Sending relevant information along the Spynet's channels is the only way to become trusted; informing the Spynet that a group of travelers was attacked by wildlife on Felucia likely isn't relevant unless one of those travelers is a major personality.

Criteria Tables: The following criteria can affect the organization score of a member of the Bothan Spynet.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Trained in the Deception skill	+1
Trained in the Gather Information skill	+1
Has levels in the infiltrator prestige class	+1
Has at least one talent from the Bothan Spynet talent tree	+1
Ten or more years in the Bothan Spynet	+1
Successfully sends information over pirated Holonet signal	+1
Uncovers information to be passed along the Spynet	+1
Infiltrates a base of operations of another organization	+1
Causes the arrest, capture, or death of an enemy by passing along information	+1/4 the enemy's CL
Member of the Bothan species	+2
Has the Skill Focus (Gather Information) feat	+2
Uncovers a major secret about an individual or organization	+2
Establishes a Spynet cell on a new planet	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Reveals oneself as a member of the Spynet	–5
Fails to pass along important information	–2
Fails to obtain information requested by Spynet superiors	–1
Untrained in the Deception skill	–2
Untrained in the Gather Information skill	–5
Provides information about the Spynet to another organization	–10

Titles, Benefits, and Duties: Members of the Bothan Spynet do not wear any outward identification, nor do they use formal titles. Informers, agents, and spies are referred to merely as "agents" regardless of their actual rank in the organization, and Spynet agents base their hierarchy on the amount of information that flows through an individual person, not on any artificial ranking system. Though the leaders of the Spynet are clearly in charge, those in the middle and lower ranks of the organization consider their station to be very fluid. Spynet agents are expected to constantly feed information into the network, and any agent who fails to do so will quickly find his power and influence waning among Spynet agents.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–8	**Informer:** An informer is a low-level member of the Spynet who passes along information and rarely works directly with those who might actually broker information. Gather Information is a class skill for Spynet informers.
2	9–18	**Agent:** Spynet agents are the lowest members of the organization with any leadership responsibilities. Agents are more than merely informants; they are exposed to large amounts of sensitive information as it flows through their hands and up the chain of command. Once per day a Spynet agent can reroll any Knowledge check, using the better result.
3	19–30	**Spy:** A spy for the Bothan Spynet is usually one of the most trusted agents in the organization. A spy is expected to be able to obtain and deliver almost any piece of information that the Spynet requires. A spy might be called upon to perform a dangerous mission for the Spynet, one that could result in the spy's death. A spy pays no credits for Gather Information checks, even when obtaining secret information.
4	31 or higher	**Spymaster:** The spymasters are the highest-ranking members of the Bothan Spynet. Each one typically specializes in a certain field or region. One spymaster might be in charge of all information pertaining to Imperial activity in the Outer Rim, while another might be concerned solely with corporate espionage. Spymasters share responsibility for running the Spynet, keeping the network running smoothly and working together only when necessary. A spymaster makes all Gather Information checks in 1 hour, and can take 20 on Gather Information checks (requiring 20 hours of work).

Roleplaying Applications: Playing a member of the Bothan Spynet can be easy to do without creating any conflict within an adventuring party. Like all good spies, a member of the Bothan Spynet need not tell anyone that he is, in fact, a spy. However, concealing this information can have some dangerous consequences if it is later revealed that the character has been a spy all along. The constant tension between maintaining a cover and remaining loyal to the other heroes can be a compelling conflict for a

member of the Bothan Spynet, and the Gamemaster is encouraged to present situations in which a character's loyalty to his friends is tested against his need to maintain secrecy. After all, it's hard to trust a spy when you find out the truth about him the hard way.

Bounty Hunters Guild

A coalition of the most powerful, most dangerous, and most ruthless hunters in the galaxy, the Bounty Hunters Guild is an institution that has served the interests of bounty hunters for millennia. Dating back to the days before the Jedi Civil War, the Bounty Hunters Guild regulates the bounty hunters of the galaxy, making sure they follow the proper procedures when claiming bounties. The Bounty Hunters Guild is one of the main reasons that bounty hunting has risen to be such a well-known profession; with the guild around to ensure that bounty hunters aren't just paid vigilantes who have no regard for procedure, the Empire is likely to make use of the guild's services.

From the early years of the Empire until the rise of the Rebellion, the guild is led by a Trandoshan named Cradossk (father of the famous bounty hunter Bossk). During these years, the guild flourishes and bounty hunters spread throughout the galaxy. The Bounty Hunters Guild takes a share of the profits from these bounties in the form of guild dues, and in turn ensures that the bounty hunters in the guild follow the unwritten code that maintains the reputation of bounty hunters everywhere.

The Bounty Hunters Guild is actually composed of many smaller guilds that operate nearly independently. These guilds are held together only loosely by the overarching Bounty Hunters Guild, each one with its own organization, regulations, specialties, and agendas. Several "houses" form the core of the Bounty Hunters Guild along with a number of smaller groups, each one specializing in its own unique brand of bounty hunting but all reporting back to the guildmaster. The houses are the Crimson Nova (whose members included Aurra Sing, Boushh, and Zuckuss), House Benelex (specializing in kidnapping retrieval), House Neuvalis (a secretive group that rarely deals with outsiders), House Paramexor (which takes bounties only on murderers), House Renliss (composed of female hunters pursuing male bounties), House Salaktori (which accepts only the most elite hunters), House Tresario (which specializes in hunting pirates), the Mantis Syndicate (more mercenaries than bounty hunters), the Ragnar Syndicate (specializing in unorthodox techniques and skills), Skine Bounty Hunter College (composed of the top specialists in a variety of fields), and the Slaver Syndicate (a group of thugs who sometimes turn their bounties over to slavers).

Though the Bounty Hunters Guild has a certain amount of power over its own members, the guild is still full of loose cannons that occasionally bend or break the rules for their own benefit. For this reason, the guild will never rise to the level of prominence that other organizations, such as Black Sun, possess through the strength and strictness of their leadership. The Bounty Hunters Guild is more a loose coalition of professionals than a solidly structured organization, and infighting between the houses is a common occurrence. Throughout the organization's history, feuds and rivalries have disrupted the guild's efforts to consolidate its power and impose more rigid control over its members.



Guild Houses

The Bounty Hunters Guild has a number of smaller houses that can be used to further flesh out the guild and its politics. The houses described in this section are intentionally accompanied by only a small amount of detail, allowing the Gamemaster to expand upon them as fits the campaign. Additionally, the GM can create a new house or two for heroes to join, fight, or rise through the ranks of to lead as head of the house.

Though the percentage of bounty hunters in the galaxy who are members of the guild is rather small, those who join quickly discover that the benefits of loyal membership are many. Guild bounty hunters often get preferred choice of bounties, receiving notifications of bounty postings before they are broadcast through all the normal channels (giving guild bounty hunters a head start). Some agents of the Empire deal exclusively with guild bounty hunters, ensuring that Imperial credits always flow into the accounts of guild members. As a result of the Bounty Hunters Guild's influence over its members, many organizations throughout the galaxy trust agents of the guild only when it comes to dealing with serious bounties.

Type: Business/professional.

Enemies and Allies: In many ways the guild can be its own worst enemy. Infighting between the members of the various houses has threatened to tear the guild apart several times over the years, and has nearly succeeded. Most people throughout the galaxy are understandably wary of bounty hunters, and members of the guild are no different. Though proof of guild membership will usually allow a bounty hunter to travel unhindered, on many worlds having such a heavily armed person moving about is considered risky, resulting in the bounty hunter being barred from the world. Additionally, members of the guild must constantly be on the lookout for former targets who come back for revenge (though targets wanted "dead or alive" rarely have the opportunity to seek payback).

Scale: 14 (multiple sectors).

Organization Score Criteria: Becoming a member of the Bounty Hunters Guild is a relatively simple process. Typically, a bounty hunter need only contact a guild representative for membership, pay an initial guild membership fee of 500 credits, and pledge to follow the code and rules set forth by the guild. A member of the Bounty Hunters Guild receives guild membership identification and secure comm codes to contact guild representatives in a variety of star systems. Additionally, guild members must pay dues equal to 10% of any bounty to the guild. Failure to pay this tithe will result from expulsion from the guild, and usually violent reprisals from guild representatives. Each house within the guild has its own dues and regulations, and members are subject to the rules laid down by the head of the house.

Claiming a Bounty

Though no solid rules govern how much a bounty is worth (because a number of factors, including the desperation of the person posting the bounty, can influence its final value), some guidelines can be used to determine the correct payout. As a rule of thumb, a bounty should be worth credits equal to roughly 1,000 × the CL of the target of the bounty. Each target should have his or her own bounty payout.

Criteria Tables: The following criteria can affect the organization score of a member of the Bounty Hunters Guild.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Trained in the Perception skill or the Survival skill	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 or higher	+2
Has at least one level in the bounty hunter prestige class	+1
Officially joins one of the guild houses	+1
Successfully claims a bounty worth 10,000 credits or less	+1
Successfully claims a bounty worth more than 10,000 credits	+2
Successfully claims a bounty while competing against another bounty hunter	+1
Receives recommendation or commendation from a head of house	+1
Successfully claims a bounty posted by an organization with a scale of 13 or higher	+2
Successfully claims a bounty posted by the guild on another guild member	+1/4 target's CL

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails to bring a target wanted alive in alive	–2
Disobeys head of house	–1
Accepts bribe from a target	–2
Fails to claim any bounties	–1 each month no bounties claimed
Fails to claim a bounty while competing against another bounty hunter	–1
Sabotages the efforts of a bounty hunter of the same guild house	–5
Is the target of a bounty posting	–10

Titles, Benefits, and Duties: Members of the Bounty Hunters Guild do not concern themselves with traditional ranks or titles. A bounty hunter in the guild is merely another member, with the exception being that the heads of the various houses and the guildmaster have significant influence over the other members. All members are expected to actively hunt bounties and pay their 10% tithe to the guild, but beyond that, few expectations are placed upon them. When a guild member does something to draw the ire of another house or even the guild as a whole, that bounty hunter might find himself the subject of a guild bounty.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Freelancer:** Freelancers are the lowest-level bounty hunters in the guild. They have not joined a house and have simply paid their initial membership fees and begun hunting guild-approved bounties. A freelancer can buy any licensed, restricted, or military equipment or vehicles without paying any licensing fees while within the guild's sphere of influence.
2	11–16	**Hunter:** After a hunter has been in the guild a while, he or she typically joins one of the guild houses and establishes a reputation as a reliable member of the Bounty Hunters Guild. A hunter gains an additional 10% of the value of a given bounty when successfully claiming a bounty.
3	17–20	**Senior Hunter:** The rank of senior hunter is an honorific that carries no mechanical benefits.
4	21–30	**Head of House:** A head of one of the houses in the Bounty Hunters Guild commands the respect of guild members from all houses, even among rivals, and is responsible for the conduct, training, and expertise of the members of his or her house. A head of house never takes any attitude penalties to Persuasion checks made against bounty hunters or other criminals.
5	31 or higher	**Guildmaster:** There can be only one guildmaster at a time, though as in many other criminal organizations, the person in this position can be changed with a single shot from a blaster. The guildmaster keeps all the houses from breaking out into open war with one another and ensures that the reputation of the guild is maintained throughout the galaxy. Once per encounter when an enemy within the guildmaster's line of sight makes an attack roll, the guildmaster can make a Persuasion check to intimidate the attacker as a reaction. If the check is successful, the attack is negated. This is a mind-affecting fear effect.

Roleplaying Applications: Members of the Bounty Hunters Guild operate much the same way as normal bounty hunters. Though guild bounty hunters must contribute a small percentage of their claimed bounties to the guild, being a member of the Bounty Hunters Guild is an almost entirely beneficial relationship. Guild members receive training, services, and preferential treatment in claiming bounties with little obligation to the guild itself. Members of individual houses might have their own duties and requirements, but the loose structure of the guild makes it unlikely that a bounty hunter will be saddled with any large obligations.

Car'das Smugglers

Founded by a talented young smuggler by the name of Jorj Car'das, the Car'das smugglers (often referred to simply as the Car'das) are a band of criminals whose power rivals that of many Hutt clans and Black Sun cells. Shortly before the Clone Wars, Jorj Car'das was in control of a modest smuggling ring that had gained some notoriety on the Outer Rim. When another smuggler by the name of Booster Terrik was sent to Kessel, Jorj Car'das took over his organization and began building up his own small criminal empire. Not long after the establishment of the Galactic Empire, Jorj Car'das vanished for several months; when he returned, he was visibly a changed man, and he quickly began turning his small criminal empire into a relatively large one. Thanks to Jorj Car'das's newfound insights and intuition, the smuggling ring grew to the point where its agents spread throughout the Outer Rim and beyond.

The Car'das are criminals who control many smuggling operations throughout the galaxy. Primarily concerned with the movement and sale of contraband, the Car'das also engage in small-scale piracy and a number of other criminal activities. Though not usually considered to be violent criminals, Car'das members are usually hardened members of the fringe who aren't afraid to shoot their way out of a sticky situation. The greed and ambition of Jorj Car'das often filters its way down to individual members, and many of the Car'das are simply out to make a small fortune and establish themselves as powerful individuals.

The Car'das are organized into smaller cells that operate in particular regions and sectors throughout the galaxy. Each cell then reports to the central organization, led by Jorj Car'das himself, though each cell is required to operate semi-independently. Those cells then have individual ship crews or groups of ships that perform a variety of smuggling operations, each ship having its own captain and hierarchy. For example, the crew of a space transport would perform smuggling missions based on orders handed down to its captain from the cell it is a part of; in turn, after the mission is complete, the captain passes reports of success and a cut of the profits back up to the cell, which in turn passes a portion of the credits up to Jorj Car'das and his trusted lieutenants.

The Car'das are usually more concerned with turning a profit than with engaging in violent criminal activity. The cunning and insight of their leader allows them to avoid conflict altogether at times, and members of the Car'das are required to be as shrewd and intelligent as they are bold. Jorj Car'das has little patience for anything other than intelligent actions, and those who take foolish chances often find themselves kicked out of the organization before too long. Jorj Car'das seems to have precognitive

abilities, and he expects those who work for him to act as though they do as well.

Since the majority of the Car'das operations involve smuggling, most of the organization's members are accomplished pilots and mechanics. Though just about anyone who has skills related to smuggling can be a member (including hired blasters, slicers, and other criminals), the Car'das are careful to interview anyone who joins the organization to ensure that he or she is not a police officer or an undercover Imperial agent. Though the Car'das have yet to be infiltrated, the organization's members remain understandably paranoid, especially in the face of increased Imperial interest in trade routes and cargo transport operations.

Ships acting on behalf of the Car'das receive numerous benefits as a part of a smuggling ring. Car'das freighters have access to private shadowports where they can lie low and make repairs until the eyes of the Empire move on to other targets. Smugglers who work for the Car'das usually receive the best cargoes with the highest profitability, and gain access to numerous resources that make smuggling easier. The Car'das almost always have the most up-to-date navigational information, and their contacts within local law enforcement agencies can usually ensure that customs inspections somehow pass over Car'das transports.

Type: Crime syndicate.

Enemies and Allies: Though largely a nonviolent group, the Car'das smugglers do have many enemies throughout the galaxy. Law enforcement officials, especially the Sector Rangers, are constantly trying to shut down various Car'das cells in their home sectors. Other crime syndicates, such as Black Sun and the Hutt clans, dislike the Car'das's uncanny ability to hone in on their turf, and have taken steps to harm the smuggling ring and its enemies. Despite these dangers, the Car'das have managed to rise to prominence, and many young smugglers have brought their ships to the smuggling ring, using the scale of the organization to learn of the best smuggling routes and take advantage of the vast resources at the Car'das's disposal.

Scale: 14 (multiple sectors).

Organization Score Criteria: Joining the Car'das is not a simple process, though anyone who is genuinely interested in making a living as a smuggler is likely to find welcome. Any character who is in no way affiliated with any government or law enforcement agency can become a member of the Car'das. Members must either own their own ship or be crewmembers aboard a Car'das vessel. Finally, joining the Car'das usually involves convincing Jorj Car'das himself of one's worthiness, though his moodiness can often make such a task more difficult than it should be.

Criteria Tables: The following criteria can affect the organization score of a member of Jorj Car'das's smuggling ring.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has at least one level in the scoundrel class	+1
Has at least one talent from the Spacer talent tree	+1
Has at least one talent from the Smuggler talent tree	+1
Captain or owner of a space transport	+1
Intelligence or Wisdom 15 or higher	+1
Trained in the Pilot skill	+1
Trained in the Use Computer skill	+1
Makes a successful smuggling run for the Car'das	+1 per 10,000 credit value of the cargo (max +5)
Bypasses an Imperial blockade	+1
Prevents the capture or death of another Car'das member	+1
Discovers a new hyperspace route for use in smuggling	+1
Completes a known smuggling run (Kessel Run, Rycar's Run, etc.)	+2
Establishes a new shadowport for Car'das smugglers	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Causes a hyperspace mishap	–1
Damages or destroys cargo	–1 per 10,000 credits value
Intelligence or Wisdom 9 or lower	–2
Dumps a cargo without being able to retrieve it	–2
Betrays another Car'das member to the authorities	–10
Exposes the location of a shadowport or other Car'das hideout	–20

Titles, Benefits, and Duties: Typically, a Car'das member's rank is most important aboard his own ship. Most leaders of Car'das cells still operate their own starships and go on smuggling runs, allowing them to remain in touch with the situations that smugglers face. Almost everyone in the hierarchy continues to take an active hand in smuggling operations. A member of the Car'das is expected to accept any job handed down by his cell and complete it without question, and those members of the organization who do so repeatedly find themselves rising through the organization's ranks quickly.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–8	**Crewmember:** The lowest ranking members of Car'das are crewmembers who work at the various stations aboard smuggling vessels. These are the system operators, copilots, and engineers who make sure that each smuggling ship is capable of making its assigned

RANK	SCORE	TITLE: BENEFITS AND DUTIES
		runs. A crewmember can pick any Intelligence-based skill to add to his class skill list.
2	9–13	**Navigator** or **Helmsman:** The rank of navigator or helmsman is an honorific that carries no mechanical benefits.
3	14–20	**Officer:** Officers are the leaders among the crews of the various smuggling ships. Although they do not command their own vessels, most officers have a decent level of responsibility and at least a few crewmembers who report to them. Car'das officers always succeed when using the aid another action to assist a member of Car'das on a Deception or Pilot check.
4	21–30	**First Officer:** Though the rank of first officer usually signifies the aide to the captain on a ship, most of Car'das's first officers are actually the commanders of smuggling ships. A first officer automatically gains command of a Colossal space transport valued at 500,000 credits or less.
5	31 or higher	**Captain:** A captain is just one step below Jorj Car'das himself in the smuggling ring, usually the commander of an entire cell of smugglers. Captains are expected to manage their cells with the same kind of strategy and efficiency that Jorj Car'das demonstrates, and must be certain that each member of the smuggling ring is contributing to the growing criminal empire. A captain always has at least one Colossal space transport (valued at 500,000 credits or less) and five starfighters (valued at 80,000 credits or less each) available for use at any time, in addition to his own personal space transport.

Roleplaying Applications: The Car'das smuggling ring is a great place for heroes who want to enjoy the benefits of life on the fringe without getting involved with violent or overtly villainous beings. Though they are capable of gunning down enemies when needed, members of Car'das are mostly concerned with turning a profit, and as such, heroic smugglers often find their way into the Car'das organization. Though the smuggling ring's leader is himself greedy and ambitious, the Car'das organization is a great way for heroic characters to get a taste of smuggling life without having to struggle through trying to turn a profit with no help from anyone else. Additionally, many members of the Car'das organization go on to be heroes in their own right (including Talon Karrde, who in the future will go on to help the New Republic on a number of occasions), meaning that scoundrels who have a heart of gold fit right in with other members of the smuggling ring.

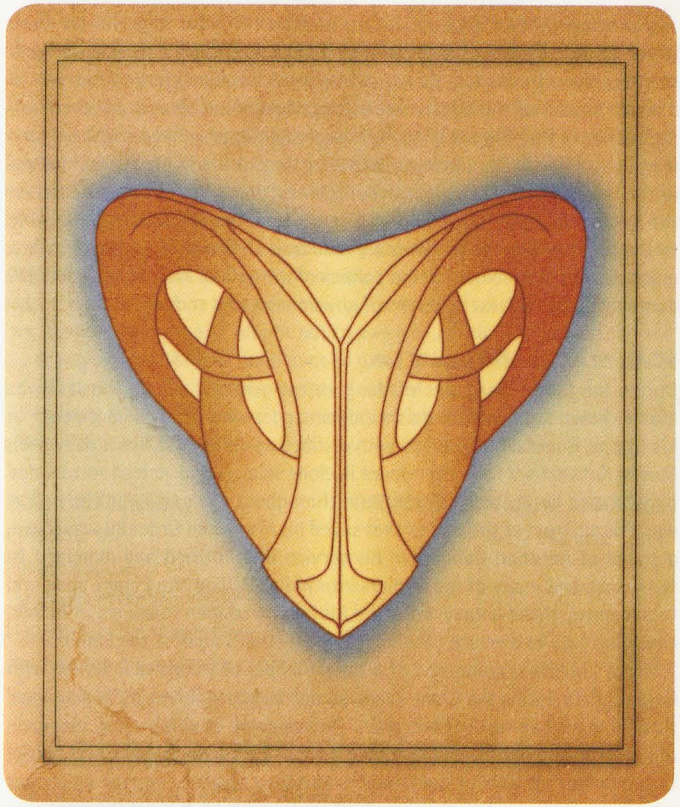
House Organa

One of the most popular and famous noble houses in the entire galaxy, House Organa is the royal family of Alderaan and the house of Senator Bail Organa. An ancient noble house dating back to the early days of Alderaan, House Organa wields a great amount of influence not only on Alderaan but also throughout the galaxy. Thanks primarily to the efforts of the outspoken Senator, House Organa is a trusted group of nobles who are concerned with the well-being of all people throughout the galaxy. It is wealthy, prominent, and powerful; there are few other houses that any young noble would want to be born into.

The noble house of Queen Breha Organa herself, House Organa has a great deal of political influence that has been built up over thousands of years. Though the actual reach of House Organa cannot be tangibly measured, many believe that the noble house has the ability to affect events even as far away as planets on the Outer Rim. Though House Organa's wealth might seem limitless, the effectiveness of its credits depends greatly on who is being paid to do what. Despite outward appearances of loyalty to the Empire, Bail Organa regularly funnels credits and other resources into the hands of those who would seek to bring about the resurrection of the Old Republic. House Organa walks a fine line, maintaining the appearance of dedication to the Galactic Empire while in truth supporting seditious activity throughout the galaxy.

Although Senator Bail Organa is the most famous member of this noble house, a number of people affiliated with House Organa are not directly related to the Organa line. Many friends, allies, and subjects of House Organa have been taken in and enjoy the benefits of being associated with the prestigious noble house. For example, though she is not a member of the Organa family, the Naboo woman known as Sabé has been invited into House Organa to train Bail's young daughter and her friend Winter. Though joining a noble house by some means other than being born into it is a rare occurrence, House Organa recognizes that it needs all the capable allies it can get, and sees the value in putting its resources at the disposal of trusted friends.

House Organa is, to all outward appearances, nothing more than the ruling noble family. Few suspect the larger role that House Organa has played in galactic politics over the years. In many ways, House Organa has disguised itself as the typical noble house, whose power and influence are confined to Alderaan, when in truth the Organas have slowly cultivated contacts and resources on hundreds of worlds over the years. From credits stowed away in secret bank accounts on Bothawui to apartments rented under false names on Eriadu, House Organa has resources at its disposal far beyond the scope of the typical noble house.



Type: Noble house.

Enemies and Allies: Despite the precautions taken over the years, many agents of the Empire suspect that Bail Organa has been working against the Empire since its inception. Some rising powers within the Empire want to make an example of House Organa, showing that even wealthy and powerful noble families can be crushed by the might of Imperial justice. Thus far, Senator Organa has not yet given them the excuse they need to make a move against House Organa, though it is only a matter of time before someone gets bold enough to try. Many influential people support House Organa, some of whom are more powerful than others; Mon Mothma of Chandrila and Garm Bel Iblis of Corellia are two examples among those who ally themselves with House Organa on a regular basis.

Scale: 9 (planetary).

Organization Score Criteria: Since House Organa is taking subtle and covert action against the Empire on a regular basis, new members of the noble house must prove themselves suitably trustworthy. For someone from outside the Organa lineage, proving that one can be trusted with House Organa's secrets is usually the greatest difficulty. A hero related to the Organa family by blood, such as a cousin or other member of a minor branch of the Organa bloodline, usually has an easier time gaining the main house's trust. Likewise, Bail Organa's sisters (Celly, Rouge, and Tia) have families of their own, and a hero from House Organa could be related to one of those individuals.

Criteria Tables: The following criteria can affect the organization score of a member of House Organa.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has at least one level in the noble class	+1
Has at least five levels in the noble class	+2
Has at least ten levels in the noble class	+3
Has any talent from the Ideologue talent tree	+1
Trained in the Persuasion skill	+1
Has the Skill Focus (Persuasion) feat	+1
Charisma 13 or higher	+1
Completes a major task on behalf of House Organa	+1
Donates credits to a group fighting against the Empire	+1 per 20,000 credits (max +5)
Discovers a Jedi who survived Order 66	+1 per discovery
Blood relative of House Organa	+2
Commendation from a member of House Organa	+1
Saves the life of a member of House Organa	+2

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Disobeys a command of a higher-ranking house member	–1
Commits violence against an ally or member of the house	–2
Reviled	–1/2 Dark Side Score
Arrested and charged by law enforcement for a crime	–2
Has levels in the crime lord prestige class	–2
Arrested by the Empire for seditious acts	–10
Betrays House Organa's secret actions to the Empire	–20

Titles, Benefits, and Duties: Members of House Organa are required to always serve the best interests of the noble house and follow the decrees of the queen and her prince consort. Vassals (though not addressed as such) serve House Organa in a variety of means, but rarely wield much power within the ranks of the organization. Blood relatives of House Organa are considered true nobility, though on occasion a close ally has been raised to the rank of lord or lady as a reward for great deeds or sacrifices. Members of House Organa are constantly under scrutiny, both from other noble houses as well as the Empire, and must take extra precautions to hide any evidence of seditious activities.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Vassal:** The vassals of House Organa are minor associates who have been granted the protection and influence of the noble house. A vassal of House Organa can add any one Charisma-based skill to his class skill list.
2	11–20	**Lord/Lady:** Having proven themselves worthy of House Organa's full confidence, most members of the noble house are granted the title of lord or lady, though the title is typically used only in formal settings. A lord or lady of House Organa can retry a failed Persuasion check to change attitude once per day.
3	21–30	**Prince/Princess:** The most revered members of House Organa, typically only those who are born into the Organa extended family, are granted the title of prince or princess. When a prince or princess of House Organa successfully makes a Persuasion check to intimidate a target, he or she grants all allies within line of sight a +2 morale bonus on their next skill check (provided the check is made within 1 minute or before the end of the encounter, whichever is longer).
4	31 or higher	**High Prince/High Princess:** Only the highest-ranking members of House Organa are granted the title of high prince or high princess. They are the ruling members of the family, and it is exceedingly difficult for those who were not born into House Organa to reach this rank. A high prince or high princess of House Organa is automatically granted the ownership and use of a capital ship valued at no more than 3,000,000 credits.

Roleplaying Applications: As the preeminent noble house of the Core Worlds, House Organa provides a number of excellent roleplaying opportunities for players (noble and otherwise). A heroic noble might be a member of a lesser branch of the Organa bloodline, while nonnobles could come into the service of Bail Organa himself through their deeds. Players who become members of House Organa must take extra care not to implicate themselves or the Senator in any kind of criminal activity; doing so not only jeopardizes the house's integrity but could also result in a loss of resources available to the noble house. Heroes who are members of House Organa will have a much greater involvement in the politics of the galaxy and are likely to have contacts in the highest echelons of government and society.

Kota's Militia

During the Clone Wars, one of the greatest generals among the Jedi was Master Rahm Kota. A distinguished commander who instilled confidence in his troops, General Kota served with distinction on several fronts. However, Master Kota did not have confidence in clone soldiers and instead surrounded himself with dedicated warriors from throughout the galaxy. In the end, it was this mistrust of the clones that saved his life; when Order 66 was given, a squad of Antarian Rangers in his service was notified and managed to ferry Kota and many of his soldiers into hiding. When the Empire rose and took control of the galaxy, Kota and his loyal armsmen remained in hiding, emerging only to execute carefully planned strikes against the Empire.

Kota's Militia is composed of a small number of troops that served with General Kota during the Clone Wars, as well as many new recruits who have flocked to his banner over the years. Though small in number, the members of Kota's Militia fight with the competence of hardened soldiers, and thanks to the unique insights of their commander they typically emerge victorious even from missions when they are clearly outnumbered. It is not the most elite unit of soldiers in the galaxy, but Kota's Militia shows the kind of dedication to Master Kota that most commanding officers would love to have from their followers. Through careful planning, following orders precisely, and a good amount of bravery, Kota's Militia has managed to survive for years despite being the target of Imperial searches.

Kota's Militia targets the Empire in all its forms, with missions ranging from attacking TIE fighter construction facilities to raiding local arms warehouses. Clandestine in its activities, Kota's Militia has operated for years right under the watchful eyes of the Empire. Less well organized and with fewer resources than the Rebel Alliance will have years later, Kota's Militia treats every mission as though it could be the organization's last. Needless to say, Kota's Militia rarely rushes into any situation, preferring instead to plan for any eventuality lest the organization fall due to fatal mistakes.

Type: Military/paramilitary.

Enemies and Allies: Kota's Militia has a single primary enemy: the Galactic Empire. More to the point, General Kota tends to pick targets that

are of significance to Darth Vader; one mission might involve destroying a factory that Vader recently visited, while another might require the militia to steal a shuttle that Vader used as a personal transport. Additionally, since a Jedi leads the organization, the Inquisitorius has taken a particular interest in Kota's Militia. Many Inquisitors have dedicated large amounts of time to finding Rahm Kota and his agents, and they would like nothing more than to crush Kota's Militia under their boot heels.

Scale: 10 (multiple planets).

Organization Score Criteria: Joining Kota's Militia is only slightly more difficult than finding it. The overt action that the militia takes against the Empire requires that its members maintain secrecy at all times, and prospective members are usually sought out by existing militiamen rather than the other way around. Anyone who goes to great lengths to harm the Empire is a likely candidate for acceptance into Kota's Militia.

Criteria Tables: The following criteria can affect the organization score of a member of Kota's Militia.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Force-sensitive	+1
Has levels in the Jedi class	+1
Has levels in the soldier class	+1
Has levels in the infiltrator prestige class	+1
Has levels in the Jedi Knight prestige class	+1
Has levels in the saboteur prestige class	+1
Base attack bonus +5 or higher	+1
Completes a mission for Kota's Militia	+1
Defeats a major Imperial opponent	+1/4 enemy's CL
Destroys major Imperial supplies	+1 per 50,000 credits value (max +5)
Veteran of the Clone Wars (Separatist allegiance)	+1
Veteran of the Clone Wars (Republic allegiance)	+2
Has the Destruction destiny	+1

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Fails on a mission assigned by General Kota	–1
Captured by the Empire	–2
Causes the capture of a member of Kota's Militia	–2
Clone	–2
Harms a Jedi who has a Dark Side Score of 3 or lower	–5
Kills a Jedi who has a Dark Side Score of 3 or lower	–20
Kills another member of Kota's Militia	–20
Betrays General Kota's existence to the Empire	–20

Titles, Benefits, and Duties: Kota runs his militia the way most generals run their armies. Being a member of Kota's Militia always brings a certain amount of responsibility with it. Members of the organization must be prepared to take orders from their superior officers at all times, and must be willing and able to engage in dangerous missions to harm the Empire. A member of Kota's Militia will usually go on one to two missions per month, often on different worlds or even with entirely different militia members. Though members of Kota's Militia benefit from the training and guidance they receive from a Jedi Master, all members of the organization are prepared to give their lives to save the life of their leader at any time.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–6	**Recruit:** New arrivals in General Kota's Militia are given the rank of recruit and begin undertaking missions for the Jedi general almost immediately. A recruit in Kota's Militia can spend a Force Point as a free action to immediately move a number of squares up to his or her speed.
2	7–11	**Private:** The rank of private is an honorific that carries no mechanical benefits.
3	12–20	**Lieutenant:** Given command over squads of militia members, the lieutenants in Kota's Militia are entrusted with small amounts of authority to test their worthiness as field commanders. As a swift action, a lieutenant in Kota's Militia can allow any ally within line of sight to change the triggering conditions of any action he or she has readied.
4	21–30	**Captain:** Among General Kota's most trusted officers, the captains of Kota's Militia have proven themselves as steadfast leaders, even under fire. Once per encounter, a captain in Kota's Militia can, as a reaction, grant himself or a single ally within line of sight a +5 morale bonus to Will Defense. The target of this ability must be able to see and hear the captain for it to take effect.
5	31 or higher	**General:** Only a few other members of Kota's Militia have been given the rank of general aside from Master Kota himself. The generals in Kota's Militia plan all of the organization's operations and missions. Once per encounter as a swift action, a general can designate a single ally within 6 squares and line of sight; that ally's initiative count changes to the general's initiative count –1, and the ally acts immediately once the general's turn ends.

Roleplaying Applications: Joining Kota's Militia is much like joining the Rebellion (though of course the Rebel Alliance will not exist for many years to come). Members of Kota's Militia are outlaws, having thrown their lot in with the fugitive Jedi, and will find themselves hunted throughout the galaxy. Moreover, because Kota's Militia takes overt military action against the Empire, a member of the organization will almost certainly have warrants out for his arrest—and likely bounties for his capture dead or alive. When a character joins Kota's Militia, he is throwing away any chance at having a legitimate, legal life within the confines of the Empire and dedicating himself to fighting tyranny no matter what the cost.

Lok Revenants

One of the oldest surviving pirate groups in the galaxy, the Revenants of Lok have been around since well before the Clone Wars. Led by a Feeorin by the name of Nym, the Revenants are a group of pirates, mercenaries, and rebels who operate outside the bounds of Imperial law. The Revenants hide from the watchful eye of the Empire at their home base on the sulfurous planet of Lok, and stage raids on Imperial convoys whenever the need strikes them. No other organization has any influence on Lok, not even the Empire, and as such the Revenants are their own rulers and masters. They set the code they follow, and they come and go as they please.

Despite the inherent love of money and mayhem that comes with being a pirate, most of the Revenants came into Nym's service thanks to his actions against the Trade Federation prior to and during the Clone Wars. With the rise of the Empire, Nym and the Revenants have a new establishment to hate and rage against, and they do so with pleasure. Most of the Revenants have some kind of grudge against the Empire, whether it results just from the Empire's shutting down other piracy operations or something more personal. Anti-Imperial sentiment runs strong through the Revenants, and most of the group's members signed on for piracy as a chance to get back at the Empire any way they can. The Revenants remain loyal to Nym through even the hardest of times, and their small fleet has survived battles against seemingly insurmountable odds.

Most of the Revenants spend time either within their fortress on Lok or aboard one of the organization's many starships. Carefully planned raids take portions of the fleet away from Lok, though most of the operations take place within the Karthakk Sector. The Revenants concern themselves primarily with targeting Imperial convoys and cargo vessels that stray too close to the Revenants' domain, though on occasion the pirate group does range out farther in search of fresh prey. Though Nym would gruffly disdain the idea of doing so, much of the bounty pilfered from Imperial vessels is sold to those who need it most: Foodstuffs and medical supplies go to worlds where Imperial oppression is rampant, while the weapons and vehicles that the pirate gang does not want for itself are often sold to anti-Imperial factions (such as Kota's Militia). Though the Revenants target Imperial convoys and sell weapons to rebellious groups, the Revenants consider themselves to be neutral in galactic conflicts, and Nym is reluctant to declare open war on the Empire.

Type: Outlaw gang.

Enemies and Allies: Law enforcement agencies and the Empire are among the most dangerous enemies of the Revenants. Additionally, other pirate gangs are constantly fighting the Revenants over their domain, both in the Karthakk Sector and elsewhere, with conflicts sometimes escalating into wholesale fleet engagements. Despite their troubles, both with the law and with other pirates, the Revenants manage to turn a tidy profit by dealing with some other organizations that have large amounts of resources. Many of the weapons used by Kota's Militia were bought from the Revenants, and both Black Sun and Car'das have amicable relationships with the pirate gang.

Scale: 12 (multiple systems).

Organization Score Criteria: Becoming a member of the Revenants involves finding them and proving that one has the skills necessary to become a pirate. The Revenants are theoretically willing to accept anyone who can pull his or her weight, but Imperial sympathizers are always unwelcome. Additionally, any members who can bring unique resources to the group, such as new ships for the fleet or new technology to make piracy easier, will quickly find a home among the Revenants.

Criteria Tables: The following criteria can affect the organization score of a member of the Lok Revenants.

POSITIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Character level	+1/2 character level
Has levels in the scoundrel class	+1
Has levels in the master privateer prestige class	+1
Trained in the Pilot skill	+1
Has the Vehicular Combat feat	+1
Has the Weapon Proficiency (advanced melee weapons) feat	+1
Base attack bonus +5 through +9	+1
Base attack bonus +10 or higher	+2
Has had an Imperial bounty placed on his/her head	+2
Has defeated a bounty hunter attempting to collect an Imperial bounty	+1/4 the bounty hunter's CL
Captures an enemy starship	+1/4 starship's CL (max +5)
Captures valuable cargo	+1 per 20,000 credits value (max +5)

NEGATIVE CRITERIA	ORGANIZATION SCORE MODIFIER
Damages or destroys cargo	–1 per 10,000 credits value
Captured by the Empire or other law enforcement agency	–2
Veteran of the Clone Wars (Separatist)	–1
Destroys an enemy starship when it could have been disabled	–2
Provides information to the Empire on the Revenants' activities	–15
Reveals the location of the Revenants' home base	–15

Titles, Benefits, and Duties: Though the Revenants operate on the fringes of society, Nym runs a tight ship, and most members of the organization know their place very clearly. Each member of the organization has a clear rank, and each is expected to follow the orders of his or her superiors without fail. Much as with the members of Car'das, an individual's title within the organization is not always indicative of his or her position aboard a ship. All members of the Revenants are expected to be present and accounted for on raids, except for a small contingent that is always left behind to guard the fortress on Lok.

RANK	SCORE	TITLE: BENEFITS AND DUTIES
0	3 or lower	None
1	4–10	**Deck Hand:** The lowliest pirates in the Lok Revenants, deck hands perform most of the menial tasks aboard their pirate vessels. Deck hands are also responsible for repelling any boarders and ensuring that prisoners are taken care of. Once per encounter, a deck hand can choose to automatically succeed on any aid another attempt.
2	11–20	**Privateer:** After putting in their time as deck hands, most members of the Revenants rise to the rank of privateer. Though technically the Lok Revenants have no letters of marque, Nym designates his more trusted followers as privateers to give some legitimacy to the Revenants' piracy. A privateer is always considered to have favorable circumstances when making Persuasion checks while within the organization's sphere of influence.
3	21–30	**Bosun:** Any members of the Revenants who show exceptional leadership are usually placed under the direct command of a captain and given significant responsibilities. A bosun is in charge of keeping order aboard a Revenant space vessel and ensuring that all members of the crew are doing their jobs. Once per encounter, a bosun can target one enemy within line of sight as a reaction. All of the bosun's allies adjacent to that target can immediately move 1 square in any direction without provoking attacks of opportunity, though they may not end this movement in an occupied square.
4	31 or higher	**Captain:** Nym's most trusted lieutenants are often given their own ships and declared captains in their own right. Captains among the Lok Revenants usually command frigates or corvettes, such as the Nebulon-B or the Corellian Corvette. A captain is automatically granted the ownership and use of a capital ship valued at no more than 3,000,000 credits.

Roleplaying Applications: Heroes who join the Revenants are walking a fine line between open rebellion and simple criminal activity. Though not as militant as Kota's Militia, the Revenants aren't nearly as greedy or self-serving as Car'das or Black Sun, and they often display a somewhat twisted sense of altruism or honor in their actions. The Revenants make a great organization for heroes who want to experience life on the fringe but also want to take the fight to the Empire in a significant way.

"FIVE THOUSAND CREDITS UP FRONT AND YOU'VE GOT YOUR HERO."

– NYM



Chapter V
The Force



The execution of Order 66 wiped out nearly all the Jedi, eliminating the largest single bastion of Force-users that could have stood in the way of Emperor Palpatine's ascension to power. Despite the tragic success of this plan, some Jedi managed to survive the purge and flee into the relative safety of a life of seclusion. Despite their efforts to remain hidden, these Jedi often find themselves continually on the run from Darth Vader's Jedi hunters.

Through all this, knowledge of the Force survives even in the Dark Times. Small pockets of Force-users, many associated with traditions unknown to the Jedi, continue to operate in secret. Some Jedi remain defiant, clinging to the Old Republic's ideals and waging their own private wars against the Empire. Others are simply swept up in the flow of events, finding themselves tossed across the galaxy by their destinies, unsure exactly where they will end up.

Since Jedi and other Force-users remain active during the Dark Times, many of them must learn to adapt to the new state of the galaxy, and that often means adapting the ways in which they use the Force. This chapter presents new options for Force-users, including powers, talents, techniques, and secrets, specifically those designed to give heroes something unique to distinguish them from heroes of other eras. Though certainly the Gamemaster can allow characters in other eras to make use of the mechanics in this chapter, they are tailored for heroes of the Dark Times, and they make great additions to heroes in a *Force Unleashed* campaign.

Jedi During the Dark Times

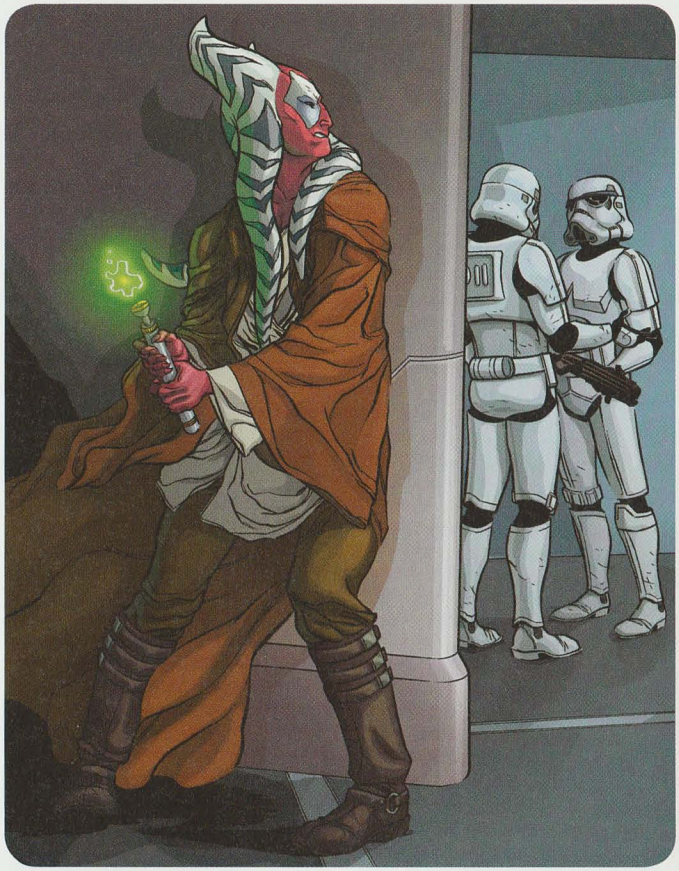
The destruction of the Jedi Order and the execution of Order 66 dealt a huge blow to the forces of good in the galaxy. Though some Jedi survived the purge, their lives were irrevocably altered the moment Anakin Skywalker gave in to the dark side and Darth Vader was born. No longer members of an ancient tradition of sages and guardians, in the blink of an eye surviving Jedi became the last vestiges of a broken tradition. Literally overnight, many Jedi found themselves without allies, without a home, and without any direction. The galaxy had gone from a war-torn landscape in which the Jedi acted as generals to a place of tyrannical order in which the Jedi were outlawed. Imagine waking up to find that, even though you had done nothing differently, today those who considered you an ally now consider you worthy of execution. All Jedi faced this jarring revelation in the days following Order 66, the repercussions of which shape what those few survivors would do during the Dark Times.

For some Jedi, the transition was more than they could bear. One day the galaxy is defended by the Jedi, and the next it is defenseless against the might of the Empire. Those surviving Jedi who were the most devastated by the deaths of their companions suffer greatly under the weight of the extermination of the Jedi. Some Jedi actually go insane, either partially or wholly, leaving them but shells of the great heroes they once were. In fact, an Aleena Jedi Knight named Kazdan Paratus was so deranged in the wake of the purge that he constructed an entire false world for himself on the junkyard planet of Raxus Prime. Though his was an extreme example, it simply illustrates how badly the extermination affects those surviving Jedi.

Some Jedi refuse to accept that the Order had been defeated, carrying on a personal crusade against the Empire. With the help of allies and other like-minded individuals, these Jedi fight small wars against the Empire, clinging to the belief that they can still bring down the tyrannical government and restore peace and justice to the galaxy. Others fight to lay the seeds of rebellion, hoping that their example will lead others to join their efforts. Jedi Master Rahm Kota, a brilliant tactician and military commander from the Clone Wars, wages a private war against the Empire, striking out from hidden safe houses to sabotage Imperial facilities. Many heroic Jedi follow a similar path, since doing so allows them to remain true to their principles and beliefs.

Some Jedi simply abandon their past, instead choosing to start their lives over. Though for most them the Jedi Order is the only life they have known, a select few put down their lightsabers and abandon their meditative techniques, choosing to live a mundane life rather than spend their days on the run. These Jedi become law enforcement officials, bounty hunters, or mercenaries, or even take on jobs that don't make use of any of the combat training they have received. Though some consider these acts cowardly, most Jedi who abandon their previous lives see themselves as engaging in self-preservation. They believe that no one can take on the Empire alone, so they attempt to simply live the rest of their lives in peace. However, it does not seem as though the Force is willing to let these people go so easily, and some of them find that their destiny brings them back into touch with their old habits.

Finally, a few Jedi choose to fade away into the backdrop of the galaxy, biding their time until they can act. They do not abandon their lives as Jedi, but they do not actively seek to draw the Empire's attention. Both Yoda and Obi-Wan Kenobi choose this life, as does the Togruta Jedi Shaak Ti. By retreating into the shadows, these individuals ensure that the Empire's Jedi hunters do not find them, allowing them to prepare for a time in the future when they will once again step onto the galactic stage. These Jedi spend their days honing their skills in the Force, meditating and practicing their lightsaber techniques. They believe that their destiny has not yet been fulfilled, and that only the guidance of the Force, not their own desire to strike back at the Empire, is the true path to success.



Reactions to Force-Users

Though Jedi were always considered mystics and wielders of great supernatural powers, during the Dark Times knowledge of the Force becomes something of myth or legend. Following the execution of Order 66, the Emperor orders the eradication of nearly all records of the Jedi, effectively wiping their names from galactic history. Though those who lived through the Clone Wars are certainly familiar with the Jedi and what they can do, a large segment of the galactic population considers them to be no more than magicians or purveyors of superstitious nonsense. Especially in the Outer Rim, where even during the height of the Clone Wars their presence was rare, most people might hear of the Jedi referred to only as sorcerers devoted to some ancient religion.

For others, however, learning that someone can use the Force—or worse, that someone is a Jedi Knight—is a far more dangerous prospect than many would suspect. Loyal citizens of the Empire know it is their duty to report any suspicious activity, especially with regard to use of the Force. One of the fastest ways to ensure that the Inquisitorius comes knocking at a hero's door is for that individual to use the Force publicly, especially on a world loyal to the Empire. Though many citizens might be too frightened to attempt to turn in a known Force-user, others regard it as their duty to do so, and they will go straight to the nearest Imperial Security Bureau headquarters to provide information regarding the presence of the Force-user.

See Chapter 8: The *Force Unleashed* Campaign for more information on the consequences of using the Force, or a lightsaber, in public.

Noticing Force-Users

With the Empire risen and the Jedi outlawed, it is no longer safe for anyone to use the Force in public without discretion. Citizens of the Empire are trained to keep an eye out for suspicious activity, and agents of the ISB and COMPNOR can be found around every corner, in public and also in disguise. Even everyday citizens, fearful of reprisals from Imperial officials, will frequently report visible uses of the Force to the proper authorities.

As a result, during the Dark Times a character who uses the Force in a public place is considered to have unfavorable circumstances for the purpose of making Stealth checks until that individual escapes the public eye. This rule represents the public's general awareness of Force-users as well as the populace's reaction to visible use of the Force. The Gamemaster can rule that uses of the Force that cannot be visibly connected to a character, such as telekinetically transporting a box across a crowded street, do not provide unfavorable circumstances.

Temptation of the Dark Side

The lure of the dark side is great, and even those Jedi who walk the path of the light often stray into darkness from time to time. Though it is easy for a character who wants to be willfully evil to do so (by selecting talents or Force powers that draw upon the dark side for power), some Gamemasters might want to introduce rules that make the dark side more tempting for even those Jedi who have never chosen to dabble in the teachings of the dark side. These rules are optional, and should be included only if the GM wants to make the threat of falling to the dark side more tempting.

As a free action, any character who has the Force Sensitivity feat can spend a Force Point to add any one Force power that has the *[dark side]* descriptor to his or her active Force power suite. That power can then be used as normal. However, when the power is used (or at the end of the encounter), it goes away entirely and may not be recovered by any of the normal means (including resting for 1 minute, spending a Force Point, making use of the Force Recovery talent, or rolling a natural 20 on a Use the Force check).

Similarly, any character who has the Force Sensitivity feat can spend a Force Point as a free action to temporarily gain the use of any talents from the Dark Side talent tree, the Dark Side Devotee talent tree, or the Sith talent tree. A character must meet all the prerequisites for one of these talents to be able to use it, and the character can spend more than 1 Force Point over the course of an encounter to gain multiple talents from those talent trees. Talents gained in this manner temporarily count toward the prerequisites of other talents, and the effects of these talents last for the remainder of the encounter. Additionally, at the conclusion of the encounter, the character increases his or her Dark Side Score by a number of points equal to the number of Force Points spent in this manner.

For example, in the first round of an encounter, a Jedi could spend a Force Point to gain the benefit of the Power of the Dark Side talent for the remainder of the encounter. In the following round he can spend another Force Point to gain access to the Swift Power talent, since he temporarily has access to its prerequisite talent. At the end of the encounter, the Jedi loses access to these talents and increases his Dark Side Score by 2.

Optional Rule: Atonement

In addition to making the dark side more tempting, some Gamemasters might want to make it more difficult for a character to reduce his or her Dark Side Score. Any GM who wants to make atonement more meaningful can use the following optional rule to reduce the heroes' ability to avoid the effects of their misdeeds. Any character who wants to spend a Force Point to reduce his Dark Side Score must spend at least 24 hours in meditation, contemplating the effects of the dark side. Additionally, all characters can spend a Force Point to reduce their Dark Side Score only once per level.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the Saga Edition core rulebook). These Force powers represent the growing threat of the dark side (as well as the kinds of powers that the agents of evil introduce into the galaxy) and also serve as features designed to enhance a character in a *Force Unleashed* campaign.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents like Telekinetic Power and Telekinetic Savant (SE 100).

Corruption [dark side]

You use the Force to send a bolt of pure dark side vileness into an enemy. **Time:** Standard action. **Targets:** One target within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is affected.

DC 15: The target takes 2d6 Force damage, and hald that amount again at the start of its turn. If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes half that damage again in the following round.

DC 20: As DC 15, except the target takes 3d6 points of damage.

DC 25: As DC 15, except the target takes 4d6 points of damage.

DC 30: As DC 15, except the target takes 5d6 points of damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point when you successfully damage a target by using this power to have all creatures adjacent to the target take half this damage if the Use the Force check also exceeds their Fortitude Defense. These secondary targets do not take additional damage in the following round.

Force Blast

You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets. **Time:** Standard action. **Target:** One target within 12 squares and within line of sight.

Make a Use the Force check. Compare the result of your Use the Force check to the Reflex Defense of the target; if you exceed the target's Reflex Defense, you deal damage with the *Force blast*. The result of the Use the Force check determines the effect, if any.

DC 15: The *Force blast* deals 2d6 points of damage to the target.

DC 20: As DC 15, except you deal 3d6 points of damage.

DC 25: As DC 15, except you deal 4d6 points of damage.

DC 30: As DC 15, except you deal 5d6 points of damage.

Special: You can spend a force point to add one-half your heroic level as a damage bonus on a *Force blast* just as you would with a normal weapon.

Force Shield [Telekinetic]

You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm. **Time:** Reaction. **Target:** You.

Make a Use the Force check. The result of the Use the Force check determines the effect, if any.

DC 15: You gain a shield rating (SR) of 5 until the beginning of your next turn. Unlike other shields, this shield is made of pure telekinetic energy and cannot be recharged by any means.

DC 20: As DC 15, except you gain SR 10.

DC 25: As DC 15, except you gain SR 15.

DC 30: As DC 15, except you gain SR 20.

Special: You can spend a Force Point when you activate this power to increase the power's SR by 5. You can maintain your concentration on a *Force shield* to continue to gain the benefit of the power's SR from round to round, extending the normal duration. Maintaining the *Force shield* power is a standard action. If the power's SR is ever reduced to 0, the power's effect ends.

Force Storm [Dark Side, Telekinetic]

You use the Force to create a swirling whirlwind of dark side energy around yourself. **Time:** Standard action. **Target:** You.

Make a Use the Force check. You create a vortex of debris and dark energy around yourself that deals 2d6 points of damage to all adjacent targets at the end of your turn. The result of your Use the Force check determines the duration of the effect, if any.

DC 20: 2 rounds.

DC 25: 4 rounds.

DC 30: 6 rounds.

DC 35: 8 rounds.

Special: You can spend a Force Point to deal an extra 2d6 points of damage with a *Force storm*.

Kinetic Combat

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp. **Time:** Standard action. **Target:** You.

Make a Use the Force check. If you succeed on a DC 20 check, you can telekinetically move a one-handed melee weapon you hold up to 12 squares and make an attack with it. The weapon is considered held by you, even if it is hovering nearby and not in your hands. The attack uses your base attack bonus modified by your Charisma modifier as the attack bonus for the attack. A successful attack deals normal melee weapon damage, adding one-half your heroic level to damage as normal and substituting your Charisma modifier for your Strength modifier for damage. Talents and feats that would normally enhance a weapon's use do not do so while you are using *kinetic combat* to wield the weapon (for example, you cannot use Mighty Swing or Power Attack while wielding the weapon). The weapon threatens all squares adjacent to it, and it can be used to make an attack of opportunity if a target provokes one from the weapon. Any attacks of opportunity made by the weapon count as though they were made by you.

Special: You can maintain *kinetic combat* from round to round, extending the normal duration. Maintaining the *kinetic combat* power is a swift action, and as a standard action each round you maintain it you can direct the weapon to move up to 6 squares and make a single attack against a target adjacent to the weapon, though the weapon must remain within 12 squares of you or the power's effect ends. If you suffer damage while maintaining *kinetic combat*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

You can spend a Force Point to gain a +1 bonus on attack rolls with a weapon wielded using *kinetic combat*.



Repulse [Telekinetic]

You use the Force to clear an area around yourself. **Time:** Standard action. **Targets:** All adjacent targets.

Make a Use the Force check. The targets make Strength checks, adding their base attack bonus. If you beat a target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceeded the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, –5; Tiny, –10; Diminutive, –15; Fine, –20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a –5 penalty to the target's Strength check to resist your *repulse*. Additionally, after spending a Force Point, if you successfully push the target into a larger object, you deal an extra 2d6 points of damage from the extreme force of the thrust.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in chapter 6 of the Saga Edition core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 91 of this book and page 103 of the Saga Edition core rulebook), he or she can instead select a Force talent from that tradition's individual Force talent tree.

ALTER TALENT TREE

The following new talents belong to the Alter talent tree.

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location, and make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense; if your check result exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing through it, or shooting it with a blaster) immediately reveals the true nature of the illusion, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Prerequisite: Mind trick.

Telekinetic Prodigy: When you take the Force Training feat and select *move object* as one of your Force powers, you can also select one extra power to add to your Force suite for free. This power must be one of the powers affected by the Telekinetic Savant talent. You can gain only one extra power each time you take the Force Training feat, regardless of how many times you choose the *move object* power.

Prerequisite: Telekinetic Savant.

CONTROL TALENT TREE

The following new talents belong to the Control talent tree.

Force Exertion: When you select this talent, choose one Force power that you have in your Force power suite. As a reaction, you can remove any one Force power from your active suite to add an extra use of the Force power designated by this talent. Doing so moves you –1 persistent step along the condition track. This persistent condition is removed by resting for 1 minute.

You can select this talent multiple times. Each time you do so, you choose a different Force power to be gained by using this talent.

Prerequisite: Force Training feat.

Indomitable Will: You can spend a Force Point as a standard action to become immune to all mind-affecting effects for 1 minute.

DARK SIDE TALENT TREE

The following new talent belongs to the Dark Side talent tree.

Wrath of the Dark Side: When you roll a natural 20 on a Use the Force check to activate a Force power that directly deals damage to a target, you can choose not to regain all of your spent Force powers as normal and instead the targets damaged by the power take half that damage again at the start of their next turn. Only powers that directly damage the target are subject to this talent, including *corruption, Force blast, Force grip, Force lightning, Force slam, Force storm, Force thrust* (only when spending a Force Point), and *repulse* (only when spending a Force Point).

Prerequisite: Power of the Dark Side.

SENSE TALENT TREE

The following new talent belongs to the Sense talent tree.

Feel the Force: As a standard action, you can spend a Force Point to ignore all concealment for 1 minute.

Force Techniques

Force techniques represent a deeper understanding of the Force and, like martial skills, usually require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters who have levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from among those on pages 102–103 of the Saga Edition core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

Improved Battle Strike

When you use the *battle strike* power, you can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action.

Improved Dark Rage

When you use the *dark rage* power, you ignore the restriction that prevents you from using skills or performing tasks that require patience and concentration. Additionally, you can always activate this power in the surprise round, even if you are considered surprised.

Improved Force Disarm

When you use the *Force disarm* power, you can change the time it takes to activate it to a full-round action; if you do so, your opponent does not gain the normal +10 bonus to Reflex Defense normally associated with disarming.

Improved Force Thrust

When you use the *Force thrust* power, you can change the time it takes to activate it to a full-round action and spend a Force Point in order to target all creatures in a 6-square cone that originates from your square.

Improved Force Grip

When you use the *Force grip* power, you can spend a Force Point as a free action to maintain the *Force grip* for 1 additional round without the need to concentrate. However, after this additional round you may not resume concentrating on the power.

Improved Force Lightning

When you use the *Force lightning* power and change the time it takes to activate to a full-round action, your target must make a Strength check. If your Use the Force check result beats the target's Strength check, you push it back 1 square plus 1 additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its base attack bonus and size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, –5; Tiny, –10; Diminutive, –15; Fine, –20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Improved Force Storm

As a swift action, you can end the duration of the *Force storm* power to deal 4d6 points of damage to all targets within 2 squares of you.

Improved Mind Trick
When you use the *mind trick* power, you can change the time it takes to activate it to a full-round action in order to target all creatures in a 6-square cone that originates from your square. You can spend a Force Point to increase the area to a 12-square cone that originates from your square.

Improved Rebuke
When an ally within 12 squares and within line of sight of you is the target of a Force power, you can use the *rebuke* power as though you were the target of that Force power instead.

Improved Repulse
When you use the *repulse* power, you can change the time it takes to activate it to a full-round action in order to target all creatures in a 2-square-radius burst that originates from your square. You can spend a Force Point to increase the area to a 4-square-radius burst that originates from your square.

Force Secrets
Skilled Force-users can learn to manipulate their Force powers in intriguing ways. Force secrets represent a sublime connection of the Force and are usually available only to powerful Force-users such as Force disciples, Jedi Masters, and Sith Lords.

Activating a Force secret costs either a Force Point or a Destiny Point (as noted in its description), and the normal limits on spending Force Points and Destiny Points during a round apply.

When you learn a new Force secret, you can select it from among those on page 103 of the Saga Edition core rulebook or from the secrets described below. Once selected, a Force secret cannot be changed.

Corrupted Power
When you activate a Force power, you can spend a Force Point to corrupt the power. The power gains the *[dark side]* descriptor, and opponents who have a Dark Side Score lower than yours take a –2 penalty to all defense scores against this activation of the power. Alternatively, you can spend a Destiny Point to increase the penalty to opponents' defense scores to –5. You cannot use this Force secret unless your Dark Side Score equals your Wisdom score. Powers that have the *[light side]* descriptor cannot be corrupted by the use of this Force secret.

Debilitating Power
When you use a Force power that successfully deals damage to the target, you can spend a Force Point to move the target –1 step along the condition track (in addition to any movement along the condition track imposed by the power normally) provided your Use the Force check equals or exceeds the target's damage threshold. Alternatively, you can spend a Destiny Point to move the target –3 steps along the condition track.

Enlarged Power
When you use a Force power that affects targets within an area (such as a radius or a cone), you can spend a Force Point to double the distance that the effect extends from your square (for example, a 6-square cone can be made into a 12-square cone). Alternatively, you can spend a Destiny Point to multiply the distance the effect extends by 5 (making a 6-square cone into a 30-square cone).

Pure Power
When you use a Force power, you can spend a Force Point to purify the power. The power gains the *[light side]* descriptor, and opponents who have a Dark Side Score of 1 or higher take a –2 penalty to all defense scores against this activation of the power. Alternatively, you can spend a Destiny Point to increase the penalty to opponents' defense scores to –5. You cannot use this Force secret if you have a Dark Side Score of 1 or higher. Powers that have the *[dark side]* descriptor cannot be purified with this Force secret.

Remote Power
When you use a Force power that has a cone, line, or radius effect that originates from your square, you can spend a Force Point to have the power originate from a square within 6 squares of you. Alternatively, you can spend a Destiny Point to have the power originate from any square within line of sight. You still choose the direction of the Force power as though you were standing in the chosen square.

Force Unleashed Abilities
Like the standard Unleashed abilities in Chapter 2: Heroic Traits, Force Unleashed abilities allow the user to do something incredible with the Force. The following Unleashed abilities are available only to characters who have the Force Sensitivity feat, but otherwise function exactly as other Unleashed abilities (see page 37 for more information on Unleashed abilities).

Unleashed Battle Meditation
Your skill in Battle Meditation allows you to coordinate battles taking place across an entire star system.

Prerequisites: Battle Meditation, Unleashed feat.

Benefit: When you use the Battle Meditation talent, you can spend a Destiny Point to have its bonuses apply to all allies within the same star system.

Unleashed Battle Strike

Your combat prowess is unparalleled.

Prerequisites: *Battle strike*, Unleashed feat.

Benefit: When you use the *battle strike* power and you spend a Destiny Point, your next melee attack, if successful, also moves the target an additional –2 steps along the condition track, regardless of whether the damage exceeds the target's damage threshold.

Unleashed Corruption

You can draw upon the power of the dark side to cover your foes in an unavoidable miasma of evil.

Prerequisites: *Corruption*, Unleashed feat.

Benefit: When you successfully damage a target by using the *corruption* power and you spend a Destiny Point, the target takes the additional half damage each round for 5 rounds instead of just 1 round.

Unleashed Dark Rage

You let the power of the dark side flow through you, bringing you closer to ultimate success.

Prerequisites: *Dark rage*, Unleashed feat.

Benefit: When you use the *dark rage* power, you can spend a Destiny Point to gain a +10 rage bonus on melee attack rolls and damage rolls for the remainder of the encounter.



Unleashed Force Blast

You can fire a blast of Force energy at your opponents with enough power to damage even vehicles and starships.

Prerequisites: *Force blast*, Unleashed feat.

Benefit: When you use the *Force blast* power, you can spend a Destiny Point to multiply the damage by 2.

Unleashed Force Grip

Holding an enemy in your vise grip of the Force is a trivial matter.

Prerequisites: *Force grip*, Unleashed feat.

Benefit: When you successfully use the *Force grip* power on a target, you can spend a Destiny Point to maintain the power with no concentration (requiring no action) for a number of rounds equal to half your Charisma modifier (minimum 1 round). Taking damage still requires you to make Use the Force checks to maintain the power.

Unleashed Force Lightning

The power of your Force lightning drives back your foes as they bear the brunt of your strength in the Force.

Prerequisites: *Force lightning* Force power, Unleashed feat.

Benefit: When you use the *Force lightning* power, you can spend a Destiny Point to target all creatures in a 6-square cone that originates from your square.

Unleashed Force Storm

You become a maelstrom of dark Force energy, devastating nearby foes.

Prerequisites: *Force storm* Force power, Unleashed feat.

Benefit: When you use the *Force storm* power and you spend a Destiny Point, it deals 8d6 points of damage to adjacent targets for the duration of the power.

Unleashed Force Thrust

You can hurl your foes away with incredible strength and speed.

Prerequisites: *Force thrust* Force power, Unleashed feat.

Benefit: When you use the *Force thrust* power and you spend a Destiny Point, opponents affected by the power do not add their size modifier to their Strength checks to resist the power's effect. A creature that would normally have a penalty on its Strength check due to size still retains that penalty.

Additionally, the distance you move the target is multiplied by 2. If you push the target into a larger object, the target takes 1d6 points of damage per square moved by this power.

Unleashed Move Object

You can hurl an object through the air with such incredible force that it devastates even vehicles and starships.

Prerequisites: *Move object* Force power, Unleashed feat.

Benefit: When you hurl one object or character into another object or character and you spend a Destiny Point, multiply the damage dealt by 2.

Unleashed Repulse

You hurl back any encroaching enemies, ensuring that they are no immediate threat to you.

Prerequisites: *Repulse* Force power, Unleashed feat.

Benefit: When you use the *repulse* power and you spend a Destiny Point, opponents affected by the power do not add their size modifier to their Strength checks to resist the power's effect. A creature that would normally have a penalty on its Strength check due to size still retains that penalty.

Additionally, the distance you move the target is multiplied by 2. If you push the target into a larger object, the target takes 1d6 points of damage per square moved by this power.

Force-Using Traditions

With the Jedi declared public enemies and hunted by the agents of the Empire, other Force traditions continue to flourish in secret. Often targeted just as fervently as the few remaining Jedi, members of alternative Force traditions must also keep their knowledge and powers a secret, lest they draw the attention of the Inquisitorius. In addition to the Jensaarai and the Witches of Dathomir (both presented in the Saga Edition core rulebook), the Force traditions described below have their own unique powers and philosophies that set them apart from the fugitive Jedi.

The Agents of Ossus

One of the few Force traditions to actually grow during the Dark Times, the Agents of Ossus were Force-sensitive citizens of the galaxy who grew up during the prominent years of the Empire. During Darth Vader's assault on the Jedi Temple, a young Human Jedi Padawan named Jin-Lo Rayce hid in the archives in the hope of avoiding detection by the newly named Sith Lord and his clone troopers. Rayce, who as a boy had been fascinated by the intricacies of Jedi history, had spent many long nights in the archives and was apprenticed to Jedi Knight Jocasta Nu as her most recent Padawan. As Lord Vader stormed through the Jedi Temple, Jocasta Nu went to face the Sith Lord to stop him from accessing the temple's signal beacon. Before she left, she told her Padawan to take a datapad filled with blueprints of the Coruscant underbelly and flee the Jedi Temple through underground

passages. As his Master was struck down, Jin-Lo Rayce escaped into the lower levels of Coruscant and vanished from the sight of the Empire.

For some months Rayce lived in hiding in the depths of Coruscant, avoiding Imperial patrols and subsisting on whatever he could find. Eventually he managed to stow away aboard a space transport headed to Chandrila, where he lived for a short time. Rayce bounced from one world in the Core to another, sometimes escaping to worlds in the Inner and Mid Rim, always in search of Jedi survivors, and never finding any. During his travels, Rayce came into contact with young, Force-sensitive beings who would have been discovered by the Jedi had it not been for the Clone Wars and the rise of the Empire. After spending several months on the run, Rayce eventually came to terms with the fact that the Jedi were gone. Though only half-trained himself, Rayce decided to revisit the worlds he had traveled to and train those he encountered in the ways of the Force. Over time, he created several small cells of Force-sensitive agents who could tap into their powers in, at the very least, a rudimentary way.

Jin-Lo Rayce always made sure to keep his allegiances quiet. Even though he was training students in the ways of the Force, he didn't want even a whisper of the word "Jedi" to reach Imperial ears. Having lost his lightsaber in his escape from the Jedi Temple, Rayce never tried to teach his students the use of the traditional weapon (and, in truth, he had not yet mastered it himself). Instead, he taught the basics of using the Force to guide a blaster or a vibroblade, and he instructed his students in techniques that he developed living hidden on the streets of Coruscant and a dozen other urban worlds. Eventually his students were learning techniques wholly different from the teachings that Rayce had learned among the Jedi.

Rayce decided to name his group of pupils after the planet Ossus, a lost repository of Jedi knowledge. His students, the Agents of Ossus, would be repositories of knowledge as well—only they would not be lost, but rather in hiding. The Agents of Ossus grew within a few short years to have a presence on a number of civilized worlds. These successes, however, also led to tragic failures. The Inquisitorius hunted down and eradicated a number of cells, driving most other Agents of Ossus deeper into hiding. Those who were willing to continue their training were rare, and most were far more cautious than ever before in hiding their talents and powers.

Members of the Agents of Ossus focus on using the Force to aid their survival under the heel of the Empire. Living almost exclusively in urban environments, the Agents of Ossus develop Force powers that fit with their lifestyles. They use blasters and fly starships, and they are as comfortable in the concrete jungle of a city as a Wookiee would be in the true jungles of Kashyyyk. They believe that they are the last torchbearers in a galaxy of darkness, and that their ability to use the Force—and their willingness to do so—is all that is keeping the galaxy from being plunged completely into the abyss of corruption fostered by the Empire. Though not necessarily engaged as dissidents against the Empire, by and large they choose to live outside the government's rules and regulations, and they strike out on their own path even while living among law-abiding citizens.

Membership: Any character who has the Force Sensitivity feat can become a member of the Agents of Ossus by being accepted as an apprentice by a Force adept or Force disciple who is already a member of this tradition. Additionally, any character who has the Force Sensitivity feat and is living on an urbanized world in the Inner Rim or the Core Worlds region can be a member of the Agents of Ossus.

AGENT OF OSSUS TALENT TREE

The Agents of Ossus are urban Force-users who specialize in using their powers to survive in the cities and towns at the center of civilization. Their proximity to Imperial authority necessitates both discretion and creativity among their members.

Because the Agent of Ossus talent tree is a Force talent tree, you need the Force Sensitivity feat to select these talents.

Buried Presence: You can spend a Force Point as a standard action to become immune to detection by the Force for 1 hour. During this time, you always avoid detection by characters who are using the sense force application of the Use the Force skill, and you cannot be the target of the *farseeing* power. You may use this as a reaction to another character attempting to locate you with Sense Force (but before the character locates you), and if you make a Use the Force check this power's effect immediately ends.

Conceal Other: When you use either the Buried Presence talent or the Vanish talent, you affect one other willing adjacent target, granting it the effect of that talent as well.

You can select this talent multiple times. Each time you do so, it increases the number of adjacent willing targets you affect by one.

Prerequisite: Buried Presence.

Insightful Aim: You can spend a Force Point as a swift action to substitute your Use the Force modifier for your ranged attack bonus when making attacks with a ranged weapon until the beginning of your next turn.

Prerequisite: Weapon Proficiency (pistols or rifles) feat.

Vanish: You can make a Use the Force check as a swift action to vanish from the sight of a single target within line of sight. If the result of your Use the Force check exceeds the target's Will Defense, you gain total concealment from that target until the beginning of your next turn, or until you make an attack roll or skill check against the target.

Felucian Shamans

Native to the Force-rich world of Felucia, the Felucian shamans are among the most talented natural Force-users in the galaxy. The world of Felucia is tied intimately to the Living Force, and as such the world's flora and fauna, including the Felucians themselves, can be influenced by the presence of strong agents of the Force, both light and dark. The members of the shaman caste of Felucia, aware of this potential danger, always ensure that any of

their brethren who fall to the dark side are immediately executed in the Ancient Abyss—the resting place of one of the largest Sarlaccs in the galaxy. The shamans fear, and rightly so, that allowing a powerful agent of the dark side to live on their world will corrupt not only their fellow Felucians but the planet itself.

The Felucian shamans study the ways of the Force and use it to protect their people from the dangers native to the fungal world. These shamans learn to manipulate the *Force blast* power that is second nature to all their people, using it to much greater effect. Additionally, most Felucian shamans study the healing arts and are exceptionally good at treating the various injuries and maladies that are common on such a wild, untamed world. Felucian shamans draw upon the power of the world around them for strength, and they train their fellow shamans to stay away from the dark side lest it corrupt the entire planet.

Those few Felucians who show both interest and exceptional aptitude in the Force are usually trained in the ways of shamanism whether they want to be or not. The shamans of Felucia cannot risk a potentially powerful Force-user growing up among them without receiving the training needed to avoid the lure of the dark side. These shamans are extremely careful about who they share their secrets with, and only a small handful of Force-users from other worlds have ever been trained by the Felucian shamans.



Membership: Only Felucians who are trained in the Use the Force skill are accepted into the ranks of the Felucian shamans.

FELUCIAN SHAMAN TALENT TREE

Felucian shamans learn to manipulate their natural aptitude with the Force and amplify their inherent powers in a variety of ways. In addition to the talents described below, Felucian shamans can also select the Charm Beast and Command Beast talents from the Dathomiri Witch talent tree (see page 107 of the Saga Edition core rulebook).

Detonate: When you use the *Force blast* power, you can spend a Force Point to compare the result of your Use the Force check to the Reflex Defense of all other characters, creatures, and droids within 2 squares of your target. If you exceed the Reflex Defense of those secondary targets, they also take damage from the *Force blast*, and if you fail to exceed their Reflex Defense, they take half damage instead. This is considered to be an area attack against the secondary targets (but not against the original target).

Prerequisite: Force blast.

Hive Mind: You can use the telepathy application of the Use the Force skill as a swift action, and you automatically succeed (no roll required) if your target is a willing recipient on the same planet.

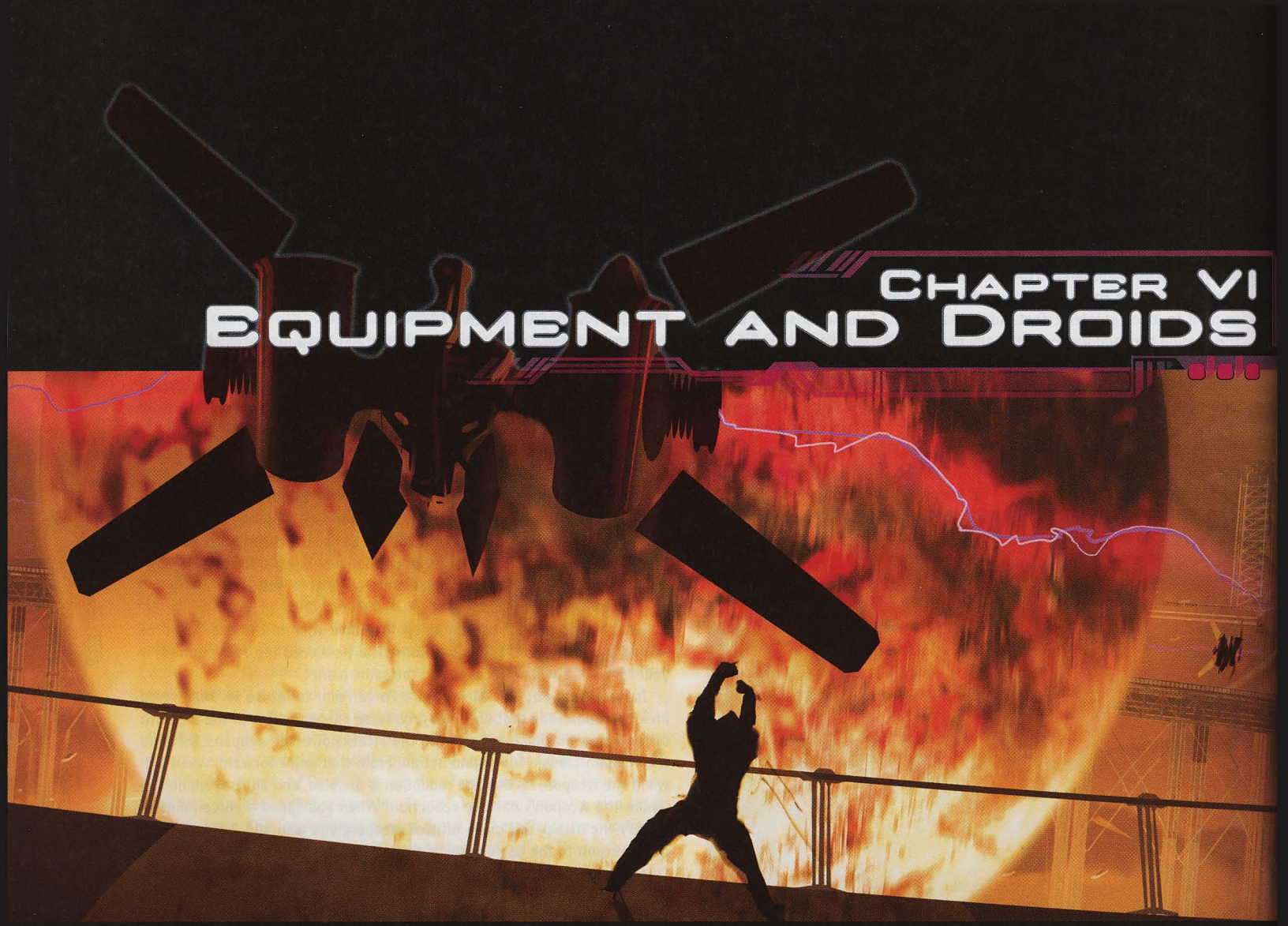
Infuse Weapon: You can spend a Force Point to infuse an unpowered melee weapon (one that does not require an energy cell) with the strength of the Force, making it resistant to the attacks of other weapons. Infusing the weapon takes a full-round action. From that point forward, when you wield the weapon, its damage reduction is doubled, and lightsabers do not ignore the weapon's damage reduction. When you spend a Force Point to modify the attack roll of an infused weapon, you also add 2 × the Force Point's result to the damage roll if the attack is a success.

Sickening Blast: When you use the *Force blast* power, if your Use the Force check exceeds the target's Fortitude Defense, you can choose to move the target –1 step along the condition track. Doing so increases your Dark Side Score by 1.

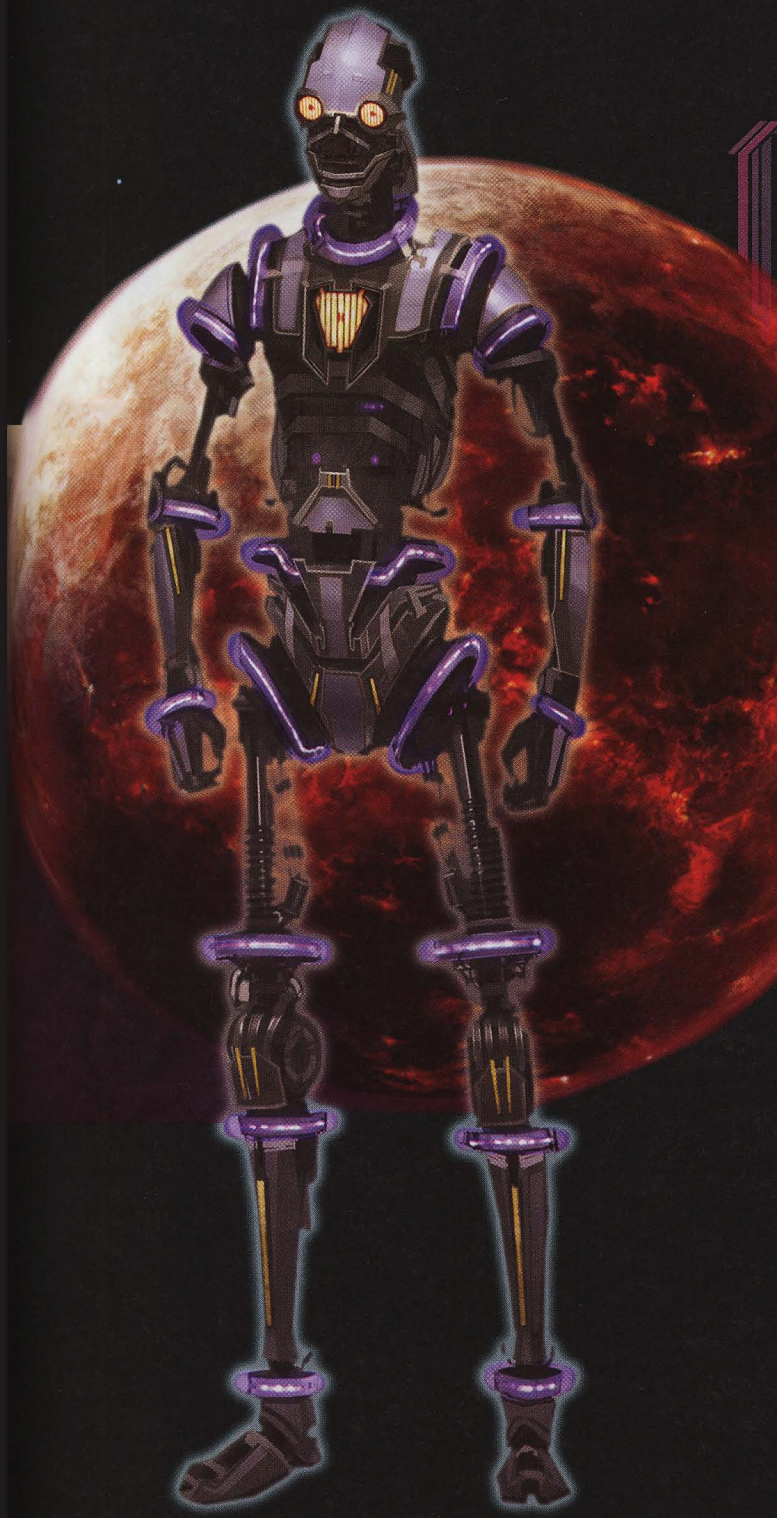
Prerequisite: Force blast.

"THIS WHOLE PLANET HAS GONE INSANE."

– VADER'S APPRENTICE



Chapter VI
Equipment and Droids



The last years of the Old Republic saw an explosion in many fields of technology. The manipulations of the Sith brought war to every corner of the galaxy, and war often provides excellent opportunities to develop and test new machines, doctrines, and ideas. Although many ideas were not new, properly speaking, they gained new life during this era. (For instance, battle droids had been used for thousands of years, but no one had done so on the scale of the CIS in centuries.) And, as with many waves of new ideas, some that seemed promising were eventually abandoned or replaced.

Equipment in use exclusively by the Galactic Empire (or at least theoretically in use only by the Empire, before some insurgent gets hold of it) is covered in Chapter 10: The Empire.

Imperial Contraband

While the galaxy is clenched in the iron fist of the Empire, a number of items that were once merely rare or restricted become illegal contraband under the edicts of the New Order. As a result, many pieces of equipment that were legal (if tightly regulated) under the Republic are outlawed entirely, affecting not only their availability but also the penalty for being caught with such an item. Many items with a particular availability tag (licensed, restricted, military, illegal, or rare) are more tightly restricted or outright banned under the Empire. For example, lightsabers, which were once given the rare availability tag, become illegal during the reign of the Empire.

As a general guideline, the availability tags for equipment in the Saga Edition core rulebook are accurate representations of how available the item should be during the reign of the Empire, with a few exceptions. All weapons in the lightsabers weapon group are considered illegal and rare, though the Empire overlooks possession of such items for its chosen representatives. Additionally, items with a military availability cannot be obtained legally through non-Imperial channels, even local planetary militias and system defense forces (most of which are absorbed by the Empire anyway). Military-grade items obtained on the black market are considered illegal in the hands of private citizens, and those who carry them risk stiff penalties if they are discovered.

TABLE 6-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Large						
Power hammer	1,500	2d12	–	10 kg	Bludgeoning	Restricted
Vibroblade, double	550	2d6/2d6	–	4 kg	Slashing	Licensed
Vibrosword	450	2d8	–	3 kg	Slashing or piercing	Licensed
EXOTIC WEAPONS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Felucian skullblade	1,500	2d6	–	0.5 kg	Slashing	Rare
Medium						
Ryyk blade	500	2d10	–	1.5 kg	Slashing	Rare
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small						
Guard *shoto*	7,000	2d4	–	1 kg	Energy and slashing	Rare, Illegal

MELEE WEAPONS

Melee weapons saw a major resurgence in popularity in the early years of the Empire. This change occurred because, first, the constant warfare of the Clone Wars had shown soldiers that it was often better to take out a foe with a quiet melee strike than to always depend on the firepower of a blaster. Second, the rash of new Imperial laws on the Core Worlds outlawed blasters and other ranged weapons in many places, but largely ignored melee weapons as insignificant. And third, after the destruction of the Jedi Temple, anyone who had received any amount of Jedi training was often specialized in melee combat techniques, but could not risk carrying (and often couldn't acquire) a lightsaber.

FELUCIAN SKULLBLADE

Exotic Weapon

Used in combat and ceremonies by Force-sensitive shamans on Felucia, skullblades are swordlike melee weapons made from the skulls of local animals. They are similar to crude weapons made by more primitive cultures throughout the galaxy, except for their ability to be imbued with Force energy and (when so imbued) block lightsaber strikes. This is possible because a few creatures on Felucia naturally grow trace amounts of Force-reactive crystal in their bones. Similar to crystals used for the focusing of lightsaber blades, these trace amounts aren't large enough to be harvested for any other use, but do make the skullblades surprisingly effective weapons in the hands of trained Force-sensitive wielders.

Skullblades are considered items of great honor and importance. Although they can occasionally be found on the black market, they are normally available only to those who train with Force adepts on Felucia.

GUARD SHOTO

Lightsaber

A rare variant of the short *shoto* style of short lightsaber, the guard *shoto* (also referred to as the lightsaber tonfa) has a second handle that sticks out from the main hilt at a 90-degree angle. It is possible to hold a guard *shoto* by either the main hilt or the second handle. If it is held by the second handle, the lightsaber blade can be held parallel to the forearm, allowing it to easily be used for blocks. Because a guard *shoto* is designed primarily to block other lightsabers, it is most useful when its handle is laced with phrik (a lightsaber-resistant metallic compound), an expensive process. A character proficient with the guard *shoto* gains a +2 equipment bonus on Use the Force checks to block melee attacks or to deflect ranged attacks using the Block talent or the Deflect talent. Additionally, lightsabers do not ignore the DR of a guard *shoto*.



Power Hammer

Advanced Melee Weapon

A power hammer is a durasteel bludgeoning weapon with a small gravity generator located in the head. The user triggers the gravity generator on the downward end of a swing, causing the hammer to hit with more power than the muscles of the wielder can impart to it (though it's difficult for the wielder to swiftly recover from a blow). This results in a weapon that can smash through armored plates or solid rock. Power hammers were originally used by asteroid miners. They became popular melee weapons after a few conflicts early in the history of the Empire when mining companies found their possessions claimed by the Empire, and their miners fought back.

Extra damage from the use of the Power Attack feat can be added to damage dealt to an object or a vehicle with a power hammer. If you use the Double Attack, Triple Attack, or Rapid Strike feats with a power hammer, you take an additional –2 penalty on attack rolls.

A power hammer requires two energy cells to operate.

Ryyk Blade

Exotic Weapon

A ryyk blade is a traditional Wookiee blade used for hunting, clearing paths, and (if necessary) combat. The blade is always a broad, curved design, and the handle is wrapped in leather, but the exact style varies from Wookiee to Wookiee. For a non-Wookiee to use a ryyk without having earned the right

is an insult to most Wookiees. In fact, Trandoshan slavers often carry ryyk blades from captured Wookiees just to mock them.

Wookiees who have the Weapon Proficiency (advanced melee weapons) feat are proficient with the ryyk blade. A proficient character carrying a ryyk blade gains a +2 bonus on Survival checks made for basic survival in forest or jungle wilderness.

Vibroblade, Double

Advanced Melee Weapon

The double vibroblade is essentially two curved vibroblades (designed exclusively for slashing attacks) attached to a central, twisted hilt. Though very difficult to control, when used properly it is a very effective close-combat weapon.

A double vibroblade is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A double vibroblade requires two energy cells to operate.

Vibrosword

Advanced Melee Weapon

The vibrosword is essentially an oversized vibroblade designed to be used in both hands. The weapon resembles many larger swords used by primitive societies, though the signs of technological enhancements can be found in both the handle and the blade.

A vibrosword requires an energy cell to operate.



Ranged Weapons

Although the blaster remains the character-scale weapon of choice for centuries before and after the Clone Wars, the pressures of war spurred research into new models of ranged weapons. New inventions were also generated in the years afterward, as those trying to avoid the New Order's restrictions on personal freedoms and weaponry sought to get around the rules, or conceal their violations. Also, despite all the Empire's efforts, only a small percentage of the weapons carried by CIS forces were confiscated and destroyed, and a carbine designed for a droid soldier still functioned in the hands of living creatures. In the fringe and Outer Rim regions, people soon learned that nearly any weapon could be concealed in the back of a speeder or under a cloak.

Bryar Pistol

Pistol

A Bryar pistol is a cut-down version of a Bryar rifle. Though it has less range than the rifle (using standard pistol ranges) and deals slightly less damage, the Bryar pistol is actually more manageable and accurate at short ranges than the rifle version.

As a swift action, you can prime a Bryar pistol for a built-up shot. If you make no attacks with the Bryar pistol before the start of your next turn, the next attack you make before the end of the encounter deals +1 die of damage and consumes 5 shots. You may not use any ability that consumes more than one shot (such as autofire or Rapid Shot) in conjunction with a primed shot.

A Bryar pistol requires a power pack to operate. After 100 shots, the power pack must be recharged.

Bryar Rifle

Rifle

A Bryar rifle is a large blaster rifle with a heftier firing chamber than on standard designs. Heavy and less accurate than most blaster rifles, the Bryar rifle makes up for its shortcomings by being able to charge up an overpowered blaster shot, allowing it to hit with much more power than typical weapons its size.

As a swift action, you can prime a Bryar rifle for a built-up shot. If you make no attacks with the Bryar rifle before the start of your next turn, the next attack you make before the end of the encounter deals +1 die of damage and consumes 5 shots. You may not use any ability that consumes more than one shot (such as autofire or Rapid Shot) in conjunction with a primed shot.

A Bryar rifle requires a power pack to operate. After 50 shots, the power pack must be recharged.

Table 6-2: Ranged Weapons

PISTOLS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Bryar pistol[1]	1,350	3d4	–	S	3 kg	Energy	Licensed
DX-2 Disruptor pistol	3,000	3d6	–	S	3 kg	Energy	Illegal

RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Bryar rifle[2]	1,350	3d8	–	S	3 kg	Energy	Licensed
DXR-6 Disruptor rifle	3,500	3d8	–	S	6 kg	Energy	Illegal
Incinerator rifle	3,500	3d6	–	S	5 kg	Energy	Military
Stokhli spray stick[2]	14,000	–	3d8	S	4 kg	Energy	Restricted

1 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

DX-2 Disruptor Pistol

Pistol

The DX-2 is a disruptor pistol built by the Tenloss Criminal Syndicate. It is illegal on most worlds and firmly outlawed by the Empire (despite its use by some Imperial special forces). Designed to disintegrate what it hits, the DX-2 tears apart targets on a molecular level, leaving gaping wounds when it does not totally eliminate a target. Used by some criminals and thugs, the DX-2 actually became more popular shortly after the end of the Clone Wars. Many shadowy figures think that if they are going to carry a weapon in defiance of Imperial law, they might as well carry a highly illegal one—and besides, it's often useful not to leave bodies behind as evidence. Despite this, disruptor weapons remain a sign of cruelty and brutality not permitted in many societies, including some criminal organizations.

As a disruptor weapon, the DX-2 treats all targets as if their damage threshold was 5 lower than it actually is. If damage from the DX-2 kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy involved in creating a disruptor beam, the DX-2 can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon.

A DX-2 requires a power pack to operate. After 10 shots, the power pack must be recharged.

DXR-6 Disruptor Rifle

Rifle

The DXR-6 is a disruptor rifle built by the Tenloss Criminal Syndicate. It is a larger version of the DX-2, and it has the same legal and social issues associated with its use.

As a disruptor weapon, the DXR-6 treats all targets as if their damage threshold was 5 points lower than it actually is. If damage from the DXR-6 kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy involved in creating a disruptor beam, the DXR-6 can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon.

A DXR-6 requires a power pack to operate. After 10 shots, the power pack must be recharged.

Incinerator Rifle

Rifle

Often used by Bothan spies to hide the evidence of their misdeeds, the incinerator rifle works on the same basic principles as the disruptor weapons popularized by the Tenloss Criminal Syndicate. Though the incinerator rifle is technically no more powerful than a standard blaster pistol, an incinerator rifle dissolves many of the molecular bonds in any target it strikes. By the time a target is killed or destroyed, the incinerator rifle has broken molecular bonds to the point where the target loses all cohesion. As a result, the wielder of this rifle can kill an enemy and dispose of the body all at the same time.

A creature or character killed by an incinerator rifle (or a droid, object, or vehicle destroyed by one) is automatically disintegrated, leaving no trace behind.

An incinerator rifle requires a power pack to operate. After 20 shots, the power pack must be replaced.

Stokhli Spray Stick

Rifle

The Stokhli spray stick is a hunting weapon designed to bring down a target without killing it. The Stokhli spray stick is one of the few long-range stun weapons in the galaxy, and high demand for the weapon has driven its price up to match. The spray stick fires a fine mist that coalesces into the form of a sticky webbing that wraps up its target as a net does. When the spray stick's webbing strikes a target, it also discharges a stun bolt that can render some of the toughest targets unconscious. Any target struck by a spray stick takes 3d8 points of stun damage; additionally, the spray stick's webbing functions as a net, allowing the attacker to initiate a grab or grapple on the target at range.

A Stokhli spray stick requires canisters of spraymist to operate. After 80 shots, the canister must be replaced, and each canister costs 100 credits.

Explosives

Those who choose to covertly fight the Empire during the Dark Times must often do so in more indirect ways. Rather than engaging Imperial troops in direct battle, many rebellious elements make use of explosives, particularly the wide variety of mines available. Whereas the explosive charges and detonite described in the Saga Edition core rulebook are most effective against structures and objects, the following explosives are primarily used against enemy troops or vehicles.

Mines, unlike traditional explosives, are designed to be placed in the ground or otherwise hidden from sight. Anyone attempting to notice a mine takes a –5 penalty on his or her Perception check. Setting a mine is a full-round action that does not require a Mechanics check. However, attaching a detonator (either timed or manual) requires a Mechanics check as usual, and supersedes the mine's normal triggering system.

Antivehicle Mine

The antivehicle mine was designed specifically to damage many types of vehicles. An antivehicle mine is placed in or on the ground (in any square adjacent to you) and is triggered when any ground vehicle enters the square in which it is placed. An antivehicle mine cannot be triggered by anything other than a vehicle moving through its square, ensuring that it is not accidentally triggered by a trooper and maximizing the damage to enemy vehicles.

An antivehicle mine damages everything in a 2-square burst radius.

Flechette Mine

A flechette mine can cause grievous harm to anyone it damages. It contains thousands of tiny shards of metal that, when the mine is triggered, fly into the air and bury themselves deeply into any targets within the blast radius. A flechette mine is placed in or on the ground (in any square adjacent to you) and is triggered when any character, creature, droid, or vehicle enters the square in which it is placed.

A flechette mine damages everything in a 2-square burst radius.

Land Mine

The standard land mine is an antipersonnel device that uses pressure sensors to determine when a target moves over it. A land mine is placed in or on the ground (in any square adjacent to you) and is triggered when any character, creature, droid, or vehicle enters the square in which it is placed.

A land mine damages everything in a 1-square burst radius.

Table 6-3: Explosives

Weapon	Cost	Damage	Damage Type	Weight	Size	Availability
Antivehicle mine	1,500	10d6	Energy	0.5 kg	Diminutive	Military
Flechette mine	1,200	8d6	Piercing	0.5 kg	Tiny	Illegal
Land mine	500	8d6	Energy	0.5 kg	Tiny	Military
Laser trip mine	700	6d6	Energy	0.5 kg	Tiny	Military
Manual trigger	100	–	–	0.1 kg	Fine	Licensed
Proximity mine	1,500	6d6	Energy	0.5 kg	Tiny	Military

Laser Trip Mine

Often used in high-security areas or in places where security is more important than the preservation of the structure, laser trip mines use a nearly invisible laser beam that acts as a tripwire to detonate the mine. A laser trip mine is placed on the ground (in any square adjacent to you) or against any other solid surface; you then designate a single solid surface within 6 squares as the laser's terminus. The mine is triggered when any character, creature, droid, or vehicle enters a square that is part of the line between the square where the mine is placed and the square that is the laser's terminus.

A laser trip mine damages everything in a 2-square burst radius.

Manual Trigger

Manual triggers can be added to any explosive, including mines. As with a timer, the manual trigger must be set with a Mechanics check. If the check is successful, you can detonate the explosive using the trigger as a swift action from anywhere within 30 squares of the explosive.

Proximity Mine

A proximity mine has a wide explosive radius and uses sensors capable of detecting shifts in air pressure to detonate the mine when anyone enters its blast radius. A proximity mine is placed in or on the ground (in any square adjacent to you) or against any solid surface and is triggered when any character, creature, droid, or vehicle enters any square within a 3-square radius of the mine (after setting the mine, you have 1 round to move away before the proximity sensors become active).

A proximity mine damages everything in a 3-square burst radius.

Equipment

Much of the new equipment common in this era focuses on concealing yourself, or something you own.

Decoy Glowrod

Though not officially manufactured by any corporation, the decoy glowrod is a piece of equipment used by enemies of the Empire and smugglers alike. This device is a fully functional glowrod with a hollowed-out handle that can be used to hide small objects. A decoy glowrod can hide up to 3 kilograms of equipment, no one piece of which can be larger than Diminutive in size. This allows the owner to hide everything from code cylinders and datacards to credit chips and small comlinks within the interior. Best of all, since the glowrod is functional, Imperial customs agents almost never suspect that such a device is being used to carry contraband. Hiding an item inside a decoy glowrod grants the user a +10 equipment bonus on Stealth checks to hide the item.



Holoshroud

A holoshroud is an advanced form of holoprojector that places a stored holographic image of a creature over the form of the creature wearing the holoshroud. This creates a nearly perfect visual illusion that moves, acts, and reacts with the wearer. A typical model is the Corellidyne CQ-3.9x Holographic Image Disguiser, though it's far from the only holoshroud on the market. The CQ-3.9x is able to store a single holographic image to disguise the wearer, though it can be changed if the user has access to other holographic images and makes a DC 15 Use Computer check.

Using a holoshroud gives you a +10 equipment bonus on Deception checks made to produce a deceptive appearance that matches the holographic image within the holoshroud. Creating or removing this deceptive appearance is a swift action (to turn the holoshroud on or off), which is not considered a rushed deception and does not take a –10 penalty for lacking the proper time.

Hush-About Personal Jetpack

A light jetpack that is engineered to produce little or no noise, Arakyd's Hush-About personal jetpack is often used by covert enemies of the Empire who are engaged in sabotage and espionage missions. A Hush-About jetpack

uses a small jet engine that produces little noise beyond a high-pitch whine, meaning that the wearer takes no penalty on Stealth checks because of speed when using the jetpack (allowing the wearer to double move or take the run action while flying the jetpack with no penalty on Stealth checks). A Hush-About personal jetpack functions in all other ways like a normal jetpack, though each fuel cell for the jet pack carries only 6 charges instead of the normal 10. Replacement fuel cells cost 100 credits.

Repulsor Pad

A repulsor pad is used mostly to ease manual labor. In essence, it is a flat board with four repulsors, one at each corner, that can be used to lift heavy objects for short-range transport. This allows a single worker to move a heavy crate or other object without the need to use a vehicle or a binary load lifter. During the Dark Times, the repulsor pad is often used by saboteurs to transport heavy machinery or by thieves to cart off large objects without the need to use noisy vehicles or droids. Each repulsor pad occupies a single square and can be used to lift an object that occupies no more space than that single square; multiple repulsor pads can be used to lift larger objects. Activating a repulsor pad (or a group of pads) is a swift action, and a repulsor pad can move along with a character if that character uses a swift action to grab and drag the pad. If two creatures attempt to pull a repulsor pad in opposite directions, they make opposed Strength checks, and the pad moves along with the victor.

Sound Sponge

This small electronic device emits sound waves in frequencies well above and below the normal range of audible sound for most species in the galaxy, using those sounds to suppress other sounds in the vicinity. A sound sponge muffles all sound in a 6-square radius, increasing the Perception check DC to hear noises coming from that area by 10.

Table 6-4: Equipment

Item	Cost	Weight
Decoy glowrod	100	4 kg
Holoshroud	25,000	0.5 kg
Arakyd Hush-About Personal Jetpack	3,750	30 kg
Repulsor pad	200	6 kg
Sound sponge	3,500	1 kg

Droids

Droids took center stage during much of the Clone Wars, a result of their heavy use by the Separatist armies. Although this period saw great strides in droid development, it also had a lasting effect on the attitudes of many who had suffered at droids' hands. Even decades later, it was not unusual to see signs declaring "Droids Not Welcome" in front of establishments on fringe worlds.

Droid Talent Trees

Droid talents work the same as the talents presented in the Saga Edition core rulebook; however, each talent is available only to droids of a particular degree. Any time a droid would normally gain a talent (such as from gaining an odd-numbered level in a heroic class), the droid can select a droid talent from among those presented below.

First-Degree Droid Talent Tree

Dull the Pain: As a full-round action, you can make a DC 15 Treat Injury check on an adjacent living creature to move it +1 step along the condition track.

Prerequisite: Medical Droid.

Interrogator: You can create an aura of unliving, emotionless menace that no biological creature can match, and combine it with the cruel application of medical knowledge. You can use your Treat Injury modifier on a Persuasion check to change attitude or intimidate. You must be adjacent to your target to use this ability, in addition to the normal requirements for these uses of the Persuasion skill.

Medical Droid: When you use a medpac to perform first aid with the Treat Injury skill, the creature gains 2 hit points for every point by which your check exceeds the DC (rather than the normal 1 hit point).

Second-Degree Droid Talent Tree

Adept Assistant: When you successfully aid another character on a Mechanics, Pilot, or Use Computer check, you add +5 to the check result (rather than the normal +2).

Mechanics Mastery: You can always take 10 on a Mechanics check, even if distractions or hazardous circumstances would normally prevent you from doing so.

Vehicle Mechanic: Once per day you can spend three swift actions in successive rounds to make a DC 20 Mechanics check to restore 1d8 hit points to a vehicle and move it +1 step along the condition track. You also restore 1 hit point to the vehicle for every point by which you exceed the Mechanics check DC.

THIRD-DEGREE DROID TALENT TREE

Etiquette: When you succeed on a Persuasion check to change attitude, you adjust the target's attitude by one additional step.

Helpful: Once per turn you can use the aid another action to assist any adjacent ally on a skill check as a swift action instead of a standard action.

Protocol: You always succeed on attempts to aid another on Deception, Knowledge, and Persuasion checks (no check required).

FOURTH-DEGREE DROID TALENT TREE

Combat Repairs: Once per day, as a full-round action, you can use the Mechanics skill to repair yourself (using the repair droid application of the skill), as opposed to the normal 1 hour.

Droid Smash: You can use your mechanical strength when wielding a melee weapon. You add 2 × your Strength bonus to melee damage rolls when wielding a weapon in one hand.

Targeting Package: You can take two consecutive swift actions in the same round to activate special targeting software. When you do so, you gain a +2 bonus on attack rolls and damage rolls on your next attack if your target is at point blank range (or within reach, for melee attacks) and within line of sight.

You lose the benefit of this talent if you lose line of sight to your target or if you take any other action before making your attack. The effect of this talent stacks with that of the Point Blank Shot feat.

FIFTH-DEGREE DROID TALENT TREE

Cargo Hauler: You gain a +5 bonus on Strength-based skill checks. Additionally, you double your carrying capacity.

Environmentally Shielded: You gain a +5 equipment bonus to your Fortitude Defense against environmental hazards, including extreme atmospheric conditions and corrosion.

Power Supply: You have learned to reroute power through your system to act as a power generator, providing power to an E-Web blaster (or similar weapon requiring a power generator). Additionally, whenever you would normally spend three swift actions to recharge shields or reroute power on a vehicle or starship, you need spend only two swift actions instead.

First-Degree Droids

Although combat droids, and to a lesser extent technical and engineering droids, are shunned by many in the years after the Clone Wars as potential agents of the Separatists, first-degree droids are largely seen as being somehow different. The most common first-degree droids are medical models, too useful for many creatures to hate, and other analytical droids of this type are rarely encountered by typical civilians. Of course, many such droids were built to help run the Clone Wars, and they were much less likely to be close enough to the front lines to be damaged, making such droids plentiful and cheap in the years shortly after the war.

FX-6 Medical Droid

The FX-6 medical droid was built during the Clone Wars as a mobile, autonomous, skilled medical assistant to field medics fighting on the front line. The Grand Army of the Republic even dropped FX-6 droids into areas where fighting was planned (or already going on) to grant additional medical aid to clone trooper forces. Of course, this also means that numerous battlefields were littered with FX-6s in various states of repair, and more than one scavenger took the opportunity to add a few to his inventory.

The FX-6 is able to move over many different terrains with its three casters, a trick not available to many FX models. Many FX droids are immobile, but the FX-6 has a strong sense of balance and good movement ability over any reasonably even terrain. This additional capacity comes at the price of not including a personality package or even a vocoder, leaving the droid able to communicate only through readout panels. Although this limitation gives it a sinister bedside manner, it has no impact on the droid's ability and desire to render medical assistance. Equipped with a ring of sensors, numerous surgical tools, and multiple appendages, an FX-6 can be equipped to deal with most medical problems and to treat any species.

Produced in vast numbers and seeded on dozens of battlefields, the FX-6 is a common sight in the years after the Clone Wars. Designed as an assistant,

FX-6 Medical Droid **CL 0**
Medium droid (1st-degree) nonheroic 2
Init +1; **Senses** darkvision, low-light vision; **Perception** +5
Languages Basic, Binary, 2 unassigned

Defenses Ref 11 (flat-footed 11), Fort 10, Will 13
hp 5; **Threshold** 10
Immune droid traits

Speed 8 squares (wheeled)
Melee unarmed +0 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** +1

Abilities Str 9, Dex 10, Con —, Int 15, Wis 14, Cha 9
Special Qualities low-light vision
Feats Cybernetic Surgery, Improved Defenses, Skill Focus (Treat Injury), Surgical Expertise
Skills Knowledge (life sciences) +8, Perception +5, Treat Injury +13
Systems wheeled locomotion, basic processor, 6 hands, improved sensor package, darkvision
Possessions medical kit, medpac, surgery kit
Availability Licensed; **Cost** 3,800

the model is capable of performing as a full doctor when necessary, though patents often complain about its apparent lack of compassion. The model was eventually replaced by the more advanced FX-7, and later the 2-1B.

FX-6 series droids can not be played as droid heroes.

Second-Degree Droids

Always a common sight, second-degree droids exploded in popularity and sales shortly after the Clone Wars. The race for better starfighters had begun to result in numerous designs that featured astromech-droid work sockets, requiring at least one astromech per starfighter. Additionally, many repair facilities became Empire-controlled establishments featuring customs officers and careful credentials checks, encouraging fringe pilots to do more repairs on their own—for which technical droids are a huge help.

Q7 Series Astromech Droid

Designed specifically to tie in to the systems of the Alpha-3 Nimbus-class V-wing starfighter, the Q7 series of astromech droids was an experiment for its manufacturer, Industrial Automaton. Unlike the previous models of astromech, the Q7 moved by means of a repulsorlift. Although Industrial Automaton had used repulsorlift designs for simple devices such as hovercam droids and training remotes, it had never before attempted to make anything as multipurpose as an astromech with a hover capacity. Indeed, the company's efforts to give R2 models even limited flight ability with aftermarket leg-jets resulted in devices that broke down more often than they worked, forcing the manufacturer to stop supporting the flight accessories.



Q7 Series Astromech Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +4; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 11), Fort 7, Will 10
hp 5; **Threshold** 7
Immune droid traits

Speed 6 squares (hovering)
Melee electroshock probe –1 (1d8 ion)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –1

Abilities Str 7, Dex 16, Con —, Int 15, Wis 10, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Mechanics +13, Perception +3, Pilot +9, Stealth +7, Use Computer +13
Systems hovering locomotion, heuristic processor, 2 tool appendages, diagnostics package, improved sensor package, darkvision
Possessions astrogation buffer (storage device, 10 memory units), electroshock probe, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 6,500

However, the design of the V-wing required an astromech that took up little space and could get itself in and out of its work socket. A repulsor hoverdroid seemed the best answer, and IA felt the lucrative military contracts that a successful design would bring was worth the risk. After numerous prototypes (designated Q1 through Q6), a working blueprint was achieved. IA based the Q7 on the upper dome of its popular R2 series, both to save costs on retooling parts and because the R2s were well loved throughout the galaxy. Rather than a large cylindrical body, however, the Q7 had a lower dome as well, making it a hovering sphere less than a meter in diameter.

For a few years the Q7 seemed destined to replace the R2 as the company's greatest success. The smaller hovering droids were just as smart and adaptable as their bigger cousins (largely because of very similar core programming), and they had the same plucky, fearless personality that allowed them to operate in combat conditions. However, problems turned up. The repulsorlift broke down more often than tracks, cost more to repair, and had no backup system to allow locomotion when it failed. The Q7 had much less interior room, leaving it only a few standard tool and manipulator options. And finally, the V-wing was replaced by the TIE, and new Imperial military planners felt no need for astromechs in their fighter craft.

Production was stopped, and the remaining stock of Q7s was sold at large discounts. In the decades right after the Clone Wars, this made them a common sight with smugglers and Outer Rim merchants. By the time of the Battle of Yavin, the high cost of maintaining the hovering astromechs had convinced most owners to give up on them. Many were converted to R2- or R4-like tracked droids, and others had their memories transferred to entirely different models. Although a few might still be encountered as oddities, the era of the Q7 was over.

Q7 series droids can be played as droid heroes

Third-Degree Droids

Though rarely used for true military purposes, third-degree droids are often the face of the political forces behind combat forces. As a result, many models were as hated as the owners who sent them to inform local populations that an army was approaching and all buildings and possessions in the area were being confiscated. Although every major government and organization continues to use third-degree droids to ease negotiations straight though the Clone Wars and in the years beyond, the attitude of many less powerful civilians toward droids took a sour turn for many decades.

BD-3000 Luxury Attendant Droid

The BD-3000 by LeisureMech Enterprises is a serviceable protocol droid that can also be programmed to cook, do food service, pilot private repulsor yachts or starships, do tailoring, handle light administrative duties, or even serve as a nanny or (with some modification) a bodyguard. Although the droid has the capacity to speak more than a million languages and is programmed with knowledge of diplomatic ceremonies, the primary focus of the BD-3000 is to be aesthetic and complimentary. As a result, the droids were extremely popular with Senators of the Old Republic, and with the wealthy who wanted to be seen as extravagant.

A large part of the extremely high price for BD droids comes from the customized choice of shape, coloration, voice tone, and personality a customer can specify when ordering. Because of this customization, their used value is significantly lower than that of most other droids (since custom options can't be changed). As a result, when an owner no longer has any use for a BD-3000 (because it's out of date, or the owner's tastes have changed, or a newer model has come out, or the owner has been imprisoned by the Empire), the droid is often just junked or sold for parts.

However, the droids are no less functional for their lack of prestige. Criminal elements often buy or steal just-abandoned luxury droids for their own uses. Some are turned into assassin droids, and many are simply used as fancy protocol droids (although only a new BD-3000 is a symbol of status among the upper crust of society, any model is a sign of success for a crime lord). Others are radically modified and put to seedier uses (the addition of articulated lekku is fairly common, for example). Such criminal purposes are easier to arrange with BD-3000 droids, because their core programming outlaws fewer activities (they are not forbidden to impersonate deities, for example), and they come equipped with heuristic processors (to better anticipate their owners' preferences).

BD-3000 droids can be played as droid heroes.

BD-3000 Luxury Droid **CL 0**
Medium droid (3rd-degree) nonheroic 1
Init –1; **Senses** darkvision; Perception –1
Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 9, Will 9
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +1

Abilities Str 8, Dex 13, Con —, Int 12, Wis 9, Cha 15
Feats Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Pilot)
Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Persuasion +12, Pilot +6
Systems walking locomotion, heuristic processor, translator unit (DC 10), 2 hand appendages, compartment space (2 kg), internal comlink, locked access, vocabulator
Possessions audio recorder
Availability Licensed; **Cost** 25,000 (8,000 used)

Fourth-Degree Droids

The end of the Clone Wars convinced most military planners that droid soldiers were too easily outmaneuvered by living soldiers to be a good investment, and the market became flooded with "slightly used" droid soldiers. Though very few companies produced fourth-degree droids in the decades right after the New Order came to power, there were plenty of older models to choose from, and lots of replacement parts to fix them with. As years passed the old supply grew smaller, and droid manufacturers began experimenting with (and eventually producing) new combat droids.

Although there are always those willing to employ cheap brute force, the stigma of most Clone Wars-era military droids made them unpopular choices as soon as new options came along. Very few B1 series battle



droids were still in use by the time of the Battle of Yavin, and most of their contemporaries were similarly retired. But for a period of a few decades, running into leftover Separatist battle droids was as common as running into Rodian bounty hunters.

Junk Droids

As the Clone Wars ravaged the galaxy, the debris of battle built up at the same time, and material for high-tech items became scarce. Inevitably, numerous groups turned to recycling, repurposing, and just rebuilding broken bits of technology to suit their needs. This was particularly common on worlds ravaged by ground fighting in major cities, and worlds filled with junk, such as Raxus Prime. When such jury-rigged efforts were turned to creating automatons, the results were cobbled-together "junk" droids.

Although junk droids could conceivably be built out of any spare droid and vehicle parts and set to any needed task, the majority fall into three broad groups: regular, brute, and behemoth. Regular junk droids were approximately Human size and shape and generally used for common labor tasks. Because they were fairly fragile, they were often equipped with a shield or blocking limb to help prevent damage in the course of their duties. Brute droids are larger and more likely to be quadrupeds, built to be strong and solid rather than flexible. They are used as beasts of burden and brute-force guards. Behemoth droids are always specialty-built, often to serve as walking power plants or armored carriers. Many have a storage space to carry a Small creature safely within.

Because junk droids have mashed-together programming, they are considered dangerous by most civilized people. They might go on a rampage, confuse orders, or even start building more of their own kind if there's junk enough to do so. Although they were fairly common just after the Clone Wars, as the supply of high-tech components decreased, so did the popularity of junk droids.

Regular junk droids can be played as droid heroes, but brutes and behemoths cannot be.

Junk Droid **CL 1**
Medium droid nonheroic 3
Init +4; **Senses** Perception +5
Languages Binary

Defenses Ref 14 (flat-footed 11), Fort 13, Will 10
hp 12; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee hand +4 (1d3+2)
Fighting Space 1 square; **Reach** 1 square
Base Atk +2; **Grp** +5

Abilities Str 15, Dex 16, Con —, Int 10, Wis 8, Cha 8
Feats Improved Defenses, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +8, Jump +8, Mechanics +6, Perception +5
Systems walking locomotion, heuristic processor, 1 hand
Availability Rare; **Cost** not available for sale (estimated cost 2,610)

Brute Junk Droid **CL 3**
Large droid nonheroic 9
Init +7; **Senses** Perception +8
Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 18, Will 10
hp 43; **Threshold** 23
Immune droid traits

Speed 8 squares (walking)
Melee unarmed +13 (1d6+7) or
Melee unarmed +17 (1d6+11) with Powerful Charge
Fighting Space 2×2; **Reach** 2 squares
Base Atk +6; **Grp** +18
Atk Options Powerful Charge, Running Attack

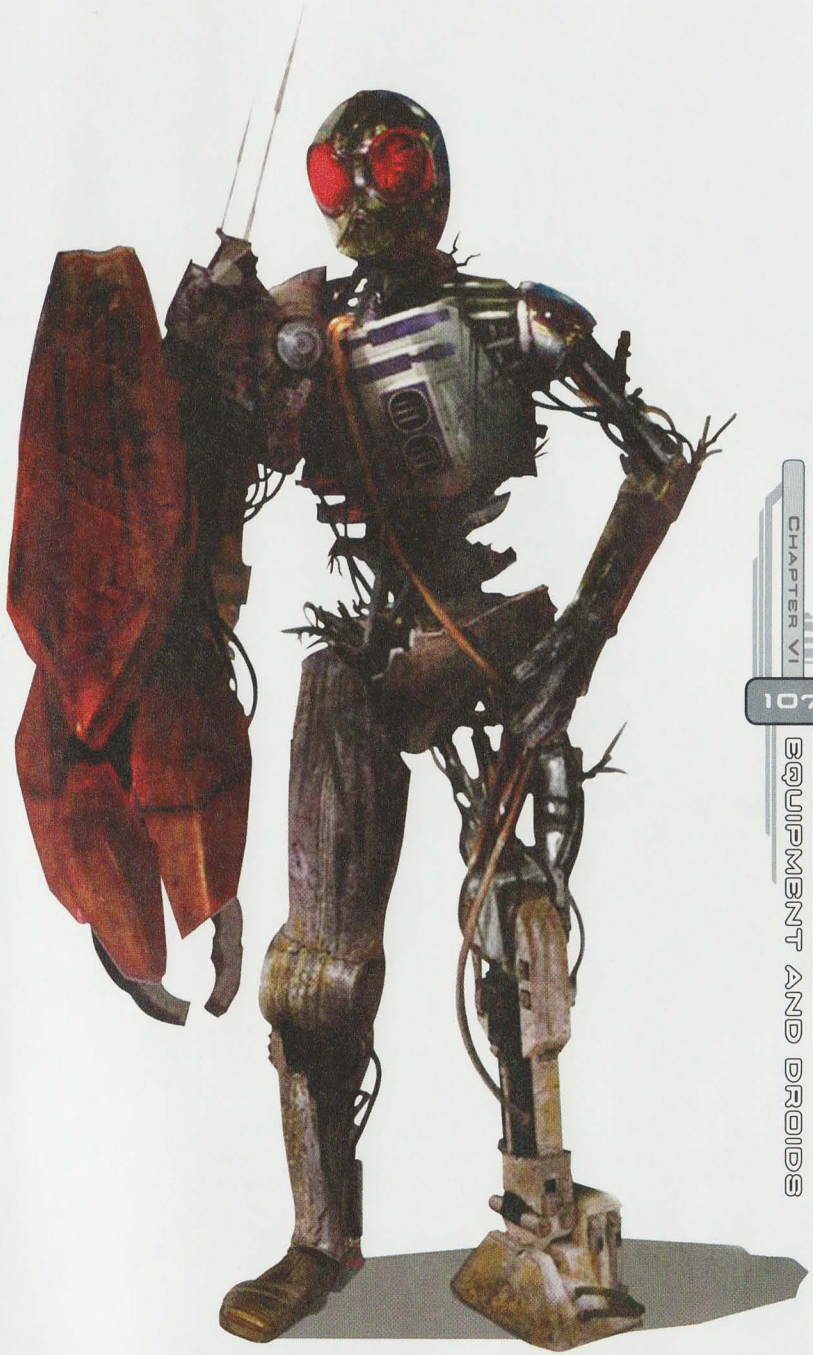
Abilities Str 25, Dex 16, Con —, Int 10, Wis 8, Cha 8
Feats Improved Defenses, Powerful Charge, Running Attack, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +16, Jump +16, Mechanics +9, Perception +8
Systems walking locomotion, heuristic processor, claws
Availability Rare; **Cost** not available for sale (estimated value 3,200)

Behemoth Junk Droid **CL 4**
Huge droid nonheroic 12
Init +5; **Senses** Perception +11
Languages Binary

Defenses Ref 10 (flat-footed 10), Fort 23, Will 11
hp 63; **Threshold** 33
Immune droid traits

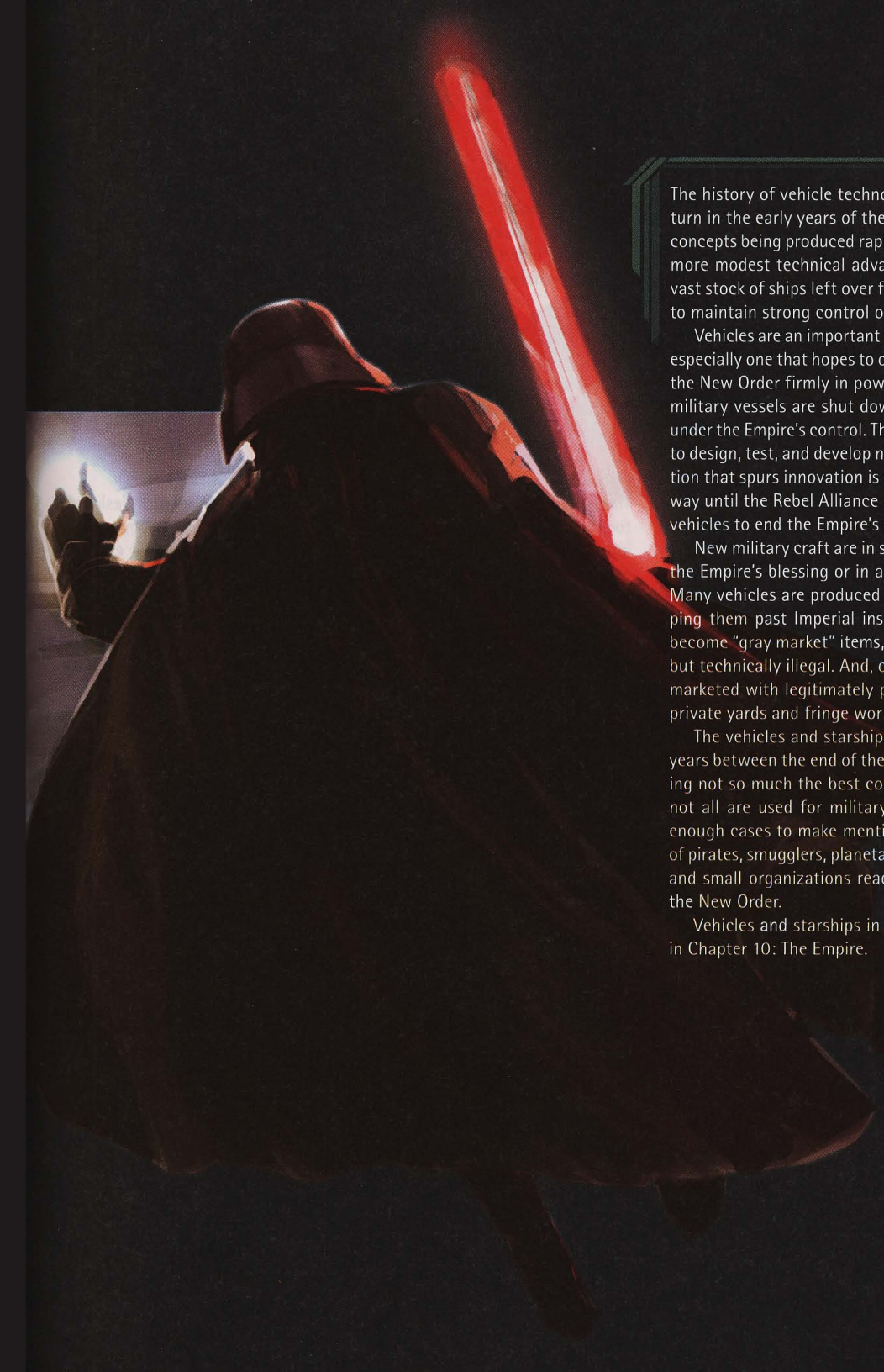
Speed 8 squares (walking)
Melee unarmed +12* (1d8+21) or
Melee unarmed +16* (1d8+27) with Powerful Charge
Fighting Space 3×3; **Reach** 2 squares
Base Atk +9; **Grp** +31
Atk Options Bantha Rush, Power Attack, Powerful Charge

Abilities Str 34, Dex 12, Con —, Int 10, Wis 11, Cha 8
Feats Bantha Rush, Improved Defenses, Power Attack, Powerful Charge, Skill Training (Climb), Skill Training (Jump), Skill Training (Perception), Toughness
Skills Climb +23, Jump +23, Mechanics +11, Perception +11
Systems walking locomotion, heuristic processor, claws
Availability Rare; **Cost** not available for sale (estimated value 5,000)
** Includes 9 points of Power Attack.*



Chapter VII
VEHICLES AND STARSHIPS





The history of vehicle technology and design takes a significant downward turn in the early years of the Empire. After years of new ideas, designs, and concepts being produced rapid-fire to fight the Clone Wars, a period of much more modest technical advances settles in. The reason for this is partly a vast stock of ships left over from those wars, and mostly the Empire's desire to maintain strong control over the galaxy.

Vehicles are an important part of any military or paramilitary organization, especially one that hopes to oppose (in whatever small way) the Empire. With the New Order firmly in power and the Clone Wars ended, many sources of military vessels are shut down by Imperial decree, while others are placed under the Empire's control. The Empire's chosen suppliers are free to continue to design, test, and develop new ideas and models, but much of the competition that spurs innovation is shut down for many years, and will remain that way until the Rebel Alliance and its sympathizers begin working to produce vehicles to end the Empire's rule.

New military craft are in short supply, sold legally only to those who have the Empire's blessing or in areas outside the New Order's growing control. Many vehicles are produced as "armed civilian" models in the hope of slipping them past Imperial inspectors without seeming too militant. Others become "gray market" items, available to those who know how to find them but technically illegal. And, of course, vehicles originally manufactured and marketed with legitimately peaceful purposes are increasingly modified in private yards and fringe worlds to serve more martial needs.

The vehicles and starships presented in this chapter are common in the years between the end of the Clone Wars and the Battle of Yavin, representing not so much the best conceivable but more the best available. Though not all are used for military purposes, most are pressed into fighting in enough cases to make mention of them worthwhile. They are in the hands of pirates, smugglers, planetary defense forces, large cartels or corporations, and small organizations readying to fight against the growing tyranny of the New Order.

Vehicles and starships in use exclusively by the New Order are detailed in Chapter 10: The Empire.

Wheeled Vehicles

Wheeled vehicles include any vehicle restricted exclusively to traveling along the ground's surface through means other than repulsors or legs. This is a more primitive technology than most alternatives, and it's generally easier to use speeders for everything from transport to cargo hauling to joyriding. However, the same kinds of conditions that made walkers successful on some worlds (high-energy fields or high dust environments that knock out the repulsors in speeders) make other kinds of ground vehicles popular in some fringe areas. The New Order assumed that any ground vehicle that was neither a walker nor a speeder was not a military threat, briefly sparking renewed interest in such older technologies.

Armored Groundcar

A groundcar is similar to a speeder, but it uses wheels rather than repulsors for motive power. These vehicles range in size from single-passenger scooters to massive passenger or cargo vehicles. Groundcars are most common on fringe worlds or in manufacturing plants that have high-energy fields, though they are also sometimes used for simple maintenance jobs when a more advanced vehicle isn't required. Because groundcars tend to have more spare carrying capacity than speeders and are cheaper, many outlaw groups and bounty hunters turn to armoring groundcars for use as simple light tanks in the years after the Clone Wars. Although such vehicles are nowhere near as powerful as true military groundcars (such as the Juggernaut series of military wheeled vehicles), they can provide a considerable advantage over targets on foot or in unarmored vehicles. The statistics here represent a fairly typical groundcar with armor and a few weapons added on afterward, such as are found on a thousand fringe worlds during the Dark Times. Such modified vehicles were sometimes called warcrawlers.

Armored Groundcar CL 5
Huge ground vehicle
Init +10; **Senses** Perception +5

Defenses Ref 17 (flat-footed 15), Fort 21; +6 armor
hp 140; **DR** 5; **Threshold** 31

Speed 6 squares (max. velocity 90 km/h)
Ranged 2 blaster cannons +1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +21

Abilities Str 32, Dex 14, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 3 (normal); **Passengers** 8
Cargo 300 kg; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 25,000 (13,000 used)

Blaster cannons (gunner)
Atk +1, **Dmg** 3d10×2

Speeders

Speeders are the standard for all planetary vehicles, a fact that doesn't change after the rise of the New Order. Though military speeders see less new sales during this time, military adaptations of civilian landspeeders are common.

Arrow-23 Landspeeder

The Aratech Arrow-23 Landspeeder is an enclosed speeder truck designed for hunters and adventurous tourists on fringe worlds. It has a comfortable interior (or a luxury interior for 10,000 credits more), a rugged exterior able to resist most animal attacks (and some blaster fire), and extensive cargo capacity. It is also one of the fastest commercial landspeeders on the market, a quality that endears it to many police forces and bounty hunters. It's easily modified, and it can be found serving as a security transport for

Arrow-23 Landspeeder (Paramilitary) CL 2
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **Threshold** 31

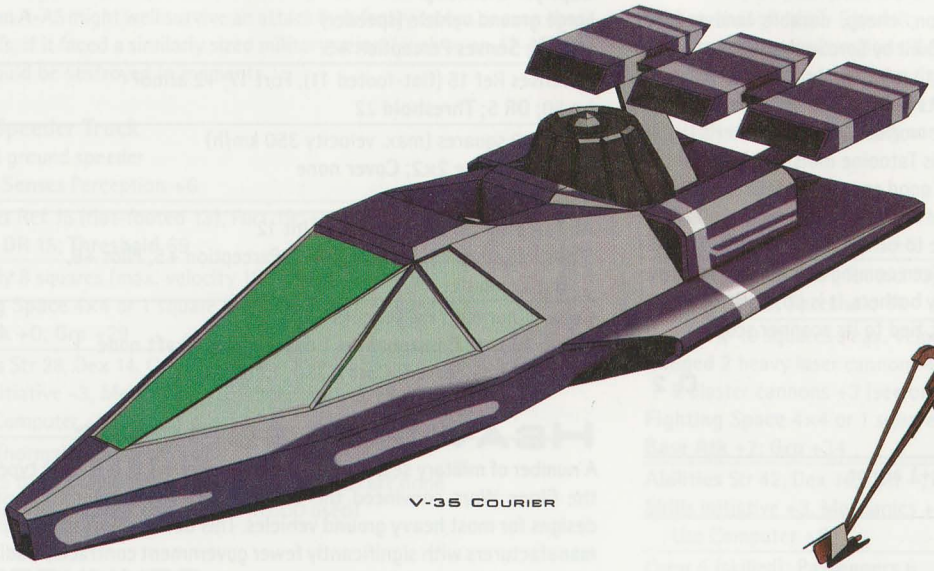
Speed 12 squares (max. velocity 400 km/h)
Ranged laser cannon +1 (see below) and grenade launcher +1 (see below)
Fighting Space 3×3; **Cover** total (+5 for gunner)
Base Atk +0; **Grp** +9

Abilities Str 32, Dex 19, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 800 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 10,800 (3,400 used)

Laser cannon (pilot)
Atk +1, **Dmg** 4d10

Grenade launcher (gunner)
Atk +1, **Dmg** 4d6, 2-square burst



V-35 Courier



Zephyr-G Swoop

VIPs, a prisoner transport, a light scout, and a ground smuggling vehicle in addition to its normal civilian uses.

It also lends itself to service as a light military craft, often called a "tramp shuttle," though it lacks the capacity to mount more than a few weapons. Most weapons must be mounted on open turrets, to be fired by a gunner who is only partially concealed by the speeder's body. A typical combat model is presented below; the civilian model has no weapons and costs 4,000 credits less.

Flare-S Swoop

The Mobquet Flare-S is considered by many to be the perfect swoop bike. After the New Order outlawed Podracing, those who wanted to engage in high-speed, high-risk sports turned to swoop racing, and the Flare-S quickly became the most common swoop bike on the race circuit. The Flare-S is extremely powerful, has a maximum altitude of 350 meters (it can be modified with a DC 15 Mechanics check to reach an altitude of several kilometers), and is much faster than standard speeder bikes. It is also extremely dangerous to fly, with few safety systems. Professional swoop racers sometimes add deflectors to their bikes (granting them SR 5), but doing so is an expensive modification, running 20,000 credits, and rarely saves lives.

The Flare-S is also popular with gangs, mercenaries and bounty hunters. A "swoop culture" of high-risk, stunt-oriented behavior exists on many worlds, and the dividing line between amateur swoop racers and criminally minded swoop gangs is often fuzzy. The Flare-S has sufficient power to mount heavy weapons (though not in addition to deflectors) and is sturdy enough that many survive longer than their riders.

Flare-S Swoop **CL 3**
Large air vehicle (speeder)
Init +10; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 15; +2 armor
hp 50; **DR** 5; **Threshold** 20

Speed 12 squares (max. velocity 650 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +2; **Grp** +12

Abilities Str 20, Dex 20, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 2 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,750 (1,500 used)

V-35 Courier

The V-35 courier is an extremely common, cheap, durable landspeeder designed for families and small businesses. Built by SoroSuub decades before the Clone Wars, the V-35 is a top seller until midway through the Galactic Civil War, when newer models finally end its long and successful run. Even then, the V-35 turns up regularly on fringe worlds (Luke Skywalker's Uncle Owen kept a V-35 for family business on his Tatooine moisture farm).

In addition to being durable and having a good cargo capacity for a private speeder, the courier is popular because it offers total cover to those inside. Although it lacks the armor for this feature to be of much military value, it does allow those who would rather not be seen coming and going an excuse to travel incognito. Though no one normally bothers, it is possible to mount a small weapon turret on the vehicle's roof, tied to its scanner scope.

V-35 Courier **CL 2**
Large ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 8 squares (max. velocity 105 km/h)
Fighting Space 2×2; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 1 (normal); **Passengers** 2
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 8,000 (2,500 used)

Zephyr-G Swoop

The Zephyr-G swoop bike is a speeder bike designed for sport racing, but sturdy enough to be used as a utility vehicle as well. Like most swoops, it emphasizes speed and power over safety and maneuverability. The Zephyr-G has inhibitors that prevent it from hovering more than 6 meters above the ground, but if those are disabled (Mechanics DC 15), it can rise to nearly a kilometer. It's also possible to mount pistols or rifles to the swoop, though the frame lacks the bracing for heavy weapons.

The Zephyr-G has far more power than it needs, a feature that allows it to carry a passenger (uncomfortably unless the seat is modified) and some extra materials. Though stock models don't include any cargo capacity, it costs only 10 credits to add cargo panniers capable of holding 100 kg of gear. These factors are a large part of why it proved popular with fringe-world buyers, despite its relatively slow speed for a swoop. (Owen Lars owned a Zephyr-G, which Anakin Skywalker borrowed to search for his mother.)

Zephyr-G Swoop **CL 2**
Large ground vehicle (speeder)
Init +8; **Senses** Perception +5

Defenses Ref 15 (flat-footed 11), Fort 17; +2 armor
hp 50; **DR** 5; **Threshold** 22

Speed 12 squares (max. velocity 350 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +12

Abilities Str 24, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,750 (1,500 used)

Heavy Speeders

A number of military setbacks suffered by speeders of different types during the Clone Wars convinced the Empire that it was safer to trust walker designs for most heavy ground vehicles. This decision left many repulsorlift manufacturers with significantly fewer government contracts, leading them to try innovative new designs and seek out new markets. Before the Empire shut down many of these avenues, heavy speeders found their way into the hands of numerous independent groups. Some were used as light tanks or mobile command platforms, while others served as military cargo or troop transports.

A-A5 Speeder Truck

The speeder truck is a common sight on numerous worlds, since it's the fastest and most economical way to carry tons of cargo. The Trast Heavy Transport A-A5 speeder truck is a typical example of dozens of different heavy cargo speeder designs. It is found on numerous different worlds throughout the Clone Wars, the rise of the New Order, and the Galactic Civil War.

The A-A5 was designed for hard duty on rough worlds, and as such it was covered in heavy armor plates to protect it (and its cargo) from harsh environmental conditions. Its three-person crew cabin makes it perfect for long runs over several days, allowing the crew to drive constantly by sleeping in shifts (two small bunks fold out of the cabin's back wall). Its internal cargo capacity is an impressive 25 tons, and its interior cargo bays have more fold-out benches, allowing the vehicle to carry twenty-five people securely.

A number of groups, especially militias and insurgents, use A-A5 speeder trucks as simple troop transports, depending on their armor and range to move infantry into the thick of battle. Although it serves reasonably well in this capacity, and requires no modifications that would cause it to stick out during an Imperial customs inspection, the A-A5 is not truly tough enough

for frontline military duty. Much of its toughness is a result of its size, and though an A-A5 might well survive an attack by infantry troops or even those on AT-RTs, if it faced a similarly sized military vessel (such as an AT-AT), the A-A5 would be destroyed in moments.

A-A5 Speeder Truck **CL 5**
Colossal ground speeder
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 19; +13 armor
hp 100; **DR** 15; **Threshold** 69

Speed fly 8 squares (max. velocity 160 km/h)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +29

Abilities Str 28, Dex 14, Con –, Int 14
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 3 (normal); **Passengers** 25
Cargo 25 tons; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 30,500 (8,000 used)

Freerunner

The Freerunner is a heavy military speeder designed by KAAC (the Kelliak Arms and Armor Company) to be the ultimate in fast, flexible military ground craft. Its advertising claims it's able to take on advanced scout, supply escort, or even frontline combat duties. Its development just after the Clone Wars is a case of bad timing, however, since the Empire has already decided to move to walkers and tracked vehicles. With no major contracts forthcoming from the New Order, the Freerunner is a financial disaster for its manufacturer, which goes bankrupt as a result.

The remaining stock is available for sale to anyone who has the credits and proper licenses (or fair forgeries). The Freerunner is popular with planetary defense forces, major cartels, and large gangs. Numerous minor arms dealers have managed to acquire dozens of the speeders, and auctions on fringe worlds are not difficult to find. Though provided with a basic weapon load from the factory, many Freerunners are now sold without weapons (though the dealers are happy to sell a few blasters at a modest additional cost).

The Freerunner is broken into two main sections—the cockpit and the weapons platform. The cockpit is open to the air to increase the pilot's field of vision, but this also increases vulnerability. Many owners take the time to fully enclose the cockpit (an additional 1,000 credits). The independent weapon platform allows the Freerunner to carry up to four weapon systems and swap them out quickly and easily (DC 15 Mechanics check and 1 hour, if appropriate facilities are available). Though designed to be fired by gunners in the weapon platform, the armaments can also be fired by the pilot or copilot, though at a –5 penalty.

In truly hazardous regions, KAAC Freerunners are sometimes used as VIP transports and even corporate ground shuttles. They are more commonly found in use as assault vehicles for major city police forces and as medium tanks for mercenary fighting companies.

KAAC Freerunner **CL 7**
Gargantuan ground speeder
Init +3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 26; +8 armor
hp 160; **DR** 10; **Threshold** 46

Speed fly 10 squares (max. velocity 300 km/h)
Ranged 2 heavy laser cannons +4 (see below) and 2 blaster cannons +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +34

Abilities Str 42, Dex 14, Con –, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 5 (skilled); **Passengers** 6
Cargo 250 kg; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 140,000 (110,000 used)

Laser cannons (gunner)
Atk +4, **Dmg** 5d10×2

Blaster cannons (gunner)
Atk +4, **Dmg** 4d10

Starfighters

Starfighters are the most basic military vessel for space combat, serving roles as varied as patrol craft, armed transports, escorts, attack vessels, and bombers. They are also much easier to conceal than larger military ships. An Imperial customs ship can see at a glance whether a Corellian Corvette is armed with turbolasers—but determining if the ships in its hangar are defenseless shuttles or M3-A Scyks is much more difficult. As a result, the starfighter is the ship of choice for criminal cartels, independent mercenaries, and insurgents. Many of the thousands of starfighters that served during the Clone Wars continued to see use in the decades that followed, and many other craft became increasingly common in the fight against the New Order as well, though none had the success that would later be captured by the X-wing design.

H-60 Tempest Bomber

Designed by Slayn & Korpil, the H-60 was developed in the last decades of the Old Republic but saw little use during that time. Its need for regular maintenance, as well as its unusual flying wing design with a cockpit at each end of the main body, made it unpopular with Republic naval planners. Seen as a failure, small stockpiles of the ships were left in Republic scrap yards to be salvaged for parts. Many of those were illicitly sold off to independent concerns once the New Order came to power, where the bombers enjoyed moderate success for a number of years. Ultimately the design was not flexible enough to compete with more modern starfighters, though the best design elements of the H-60 were incorporated into the B-wing designed decades later for the Rebel Alliance.

H-60 Tempest Bomber **CL 7**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 15 (flat-footed 13), Fort 28; +8 armor
hp 160; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged laser cannons +3 (see below) and medium concussion missiles +3 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 16
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 4 (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 20 medium concussion missiles
Hyperdrive none
Availability Restricted; **Cost** 175,000 (125,000 used)

Laser cannons (pilot)
Atk +3 (-2 autofire), **Dmg** 5d10×2
Medium concussion missiles (gunner)
Atk +3, **Dmg** 9d10×2, 2-square splash

Though fairly slow and lacking a hyperdrive (though many owners install one as an aftermarket modification), once an H-60 gets to a battle it is reasonably effective. The dual-cockpit design allows an H-60 to carry an extensive crew (with a copilot behind the pilot, and a systems operator behind the gunner) so it can operate all systems simultaneously. The drawback to this system is the high demand for trained crews, especially compared to a Y-wing. For heavy targets, the concussion missiles are launched while linked; softer foes can be targeted by just one (dealing only 8d10×2 points of damage, but also using only one missile from the payload).

M3-A Scyk Fighter

The M3-A fighter is an extremely basic starfighter produced under unusual circumstances. Although MandalMotors supported the Confederacy of Independent Systems during the Clone Wars, the Empire needed as many starships and as much tax revenue as it could amass once it came to power. To eliminate the chance of MandalMotors working against the Empire, an Imperial advisor was placed to oversee the operations of the company.

However, this position was subject to both deception and bribery. MandalMotors did a brisk business with semilegitimate organizations, such as the Zann Consortium and Hutt business enterprises, often customizing starships for groups that the Empire would prefer not have such vessels. One of the biggest early sellers to such groups was the Scyk, which was just dangerous enough to be worthwhile, without being so advanced as to draw Imperial attention. Production of the starfighter ended at about the time the Rebel Alliance became active, though ships enjoyed a lively secondary market of sales and modifications.

The Scyk has two strong points—it's cheap, and its weapon mount is designed to handle nearly anything. Though generally produced with a single laser cannon (as represented in the statistics here), it 's easy to swap out the weapon for an ion cannon, concussion missiles, or proton torpedo launcher (with a six-missile payload), or even a more unorthodox weapon of roughly the same size and power. Large organizations used this versatility to create small wings of starships with complementary weapon mixes (for example, six Scyks with lasers, three with ion cannons, and three with proton torpedo launchers), while individual pilots benefit by easily replacing or upgrading damaged weapons anywhere in the galaxy.

The Scyk also mounts a hyperdrive, but lacks either a navicomputer or an astromech port for hyperspace coordinates. The starfighter depended on an allied ship to compute its hyperspace jumps, and generally used the system only to go from port to port (where such aid can generally be bought), or to jump with a squad supported by a larger, navicomputer-equipped starship.

M3-A Scyk Fighter **CL 7**
Gargantuan starfighter
Init +4; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 27; +8 armor
hp 130; **DR** 10; **SR** 20; **Threshold** 47

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged laser cannons +1 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32

Abilities Str 44, Dex 18, Con —, Int 12
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2
Availability Restricted; **Cost** 75,000 (35,000 used)

Laser cannons (pilot)
Atk +1, **Dmg** 4d10×2

NovaSword Space Superiority Fighter

The NovaSword is Subpro's attempt to break out into a larger, galaxywide market. Despite the fact that Subpro designed many successful starships and aided in the design of some of the most successful designs of its era (such as the Z-95 Headhunter), its location far from the Core Worlds causes it to be seen as a second-rate designer. Although Subpro made many designs built by the Incom Corporation (including the ARC-170), Subpro never received a full share of the money made, nor extensive credit for its part in these designs. Not wanting to be dependent on Incom, early in the Clone Wars Subpro sets out to build its own successor to the Z-95, a multipurpose starfighter named the NovaSword.

The NovaSword is a nimble, powerful craft that boasts many improvements over the Z-95. With fair shields, high speed, great maneuverability, and an integral hyperdrive, the NovaSword is a versatile fighter able to act as an interceptor, light bomber, or scout. The vessel is designed to be operated by a single pilot, but it has a second seat that can be used by a passenger or can hold a copilot, commander, system operator, or engineer (though not a gunner). This feature allows a small force to assign just one trained pilot to each NovaSword and have an effective fighting force, or a larger organization to assign two crewmembers per fighter to gain additional utility from each ship.

The design should be a great success. However, Subpro's reputation prevented the Old Republic (and later the Empire) from buying any of the new fighter, and relatively low numbers were built. Although a few planetary defense forces and large business groups buy small fleets of NovaSwords, they are most commonly sold to private buyers, including mercenaries and bounty hunters. The high price of the starfighter is one reason its success has been limited to wealthier groups.

The Separatists managed to buy several dozen NovaSwords for use by elite commanders in their fleet. Durge used a NovaSword as his personal fighter for much of the Clone Wars. When the X-wing was produced by Incom several years later, the NovaSword was largely forgotten.

NovaSword Space Superiority Fighter **CL 7**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 26; +7 armor
hp 110; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31

Abilities Str 42, Dex 22, Con —, Int 16
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 3 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 145,000 (65,000 used)

Laser cannons (pilot)
Atk +5, **Dmg** 5d10×2

Medium concussion missiles (pilot)
Atk +5, **Dmg** 8d10×2, 2-square splash

R-41 Starchaser

The R-41 Starchaser is a solid starfighter built to compete with the Z-95 Headhunter. It has a good mix of weapons, speed, and durability, but its design provides no place for a droid. This limitation prevents it from making full use of its wide array of weapons, though the pilot does have the luxury of selecting the best weapon for specific attack runs. Even so, the R-41 lacks the widespread popularity of many other starfighters from the same era, and

by the end of the Clone Wars it is clearly outmatched by modern starships. The Starchaser is cheap and dependable, if not spectacular, and thus is often used by groups that are unable to arrange for regular maintenance, such as pirates and criminal organizations.

The other main fault of the R-41 is a lack of heavy armor or internal hull bracing, leaving its overstuffed frame vulnerable to well-placed hits from enemy fire. Expert pilots often get around this flaw by flying very defensively, managing to avoid taking as many hits while using the Starchaser's armament to lethal effect. Indeed, some ace pilots claim that knowing their ship is more fragile encourages them not to take chances, and many more modern starfighters have been eliminated by well-flown R-41s using this philosophy.

A two-seat version of the ship exists, the R-42 Starchaser. Other than having a seat for a gunner, the ship is identical to the earlier model. The R-42 is much less common, with only a few hundred having been manufactured before Hoersch-Kessel Drive, Inc. gave up on the design entirely. The two-seat ships are more effective, but less popular with the crowd that makes up most of the Starchaser buying market.

R-41 Starchaser **CL 9**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 24; +6 armor
hp 100; **DR** 10; **SR** 20; **Threshold** 44

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannons +6 (see below) or
Ranged ion cannon +6 (see below) or
Ranged medium concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +29

Abilities Str 38, Dex 20, Con —, Int 18
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 2 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 115,000 (55,000 used)

Laser cannons (pilot)
Atk +6, **Dmg** 5d10×2

Ion cannon (pilot)
Atk +6, **Dmg** 3d10×2 ion

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2, 2-square splash

Toscan Multipurpose Fighter

Built by Shobquix Yards (using a cockpit designed by Koensayr and later appearing on the Y-wing), the Toscan MPF (multipurpose fighter) was designed well before the Clone Wars as an open-frame starfighter for other shipyards. The base model, the Toscan 8-Q, has a ×2 hyperdrive, weak shields, basic navicomputer, and life support for a pilot installed, but carries only a basic weapon package of two laser cannons. Extensive room is left for heavier weapons, more crew space, additional maneuvering thrusters, greater cargo capacity, or whatever other improvements are desired. The idea was that other shipyards would buy the Toscan and make whatever modifications were required to fill various starfighter roles. Expecting huge

Toscan 8-Q **CL 8**
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 27; +7 armor
hp 120; **DR** 10; **SR** 10; **Threshold** 47

Speed fly 14 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged laser cannons +2 (see below) and medium concussion missiles +2 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

Crew 2 (normal); **Passengers** 3
Cargo 440 kg; **Consumables** 4 weeks; **Carried Craft** none
Payload 12 medium concussion missiles
Hyperdrive ×1, navicomputer
Availability Licensed; **Cost** 180,000 (40,000 used)

Laser cannons (pilot)
Atk +2 (–3 autofire), **Dmg** 4d10×2

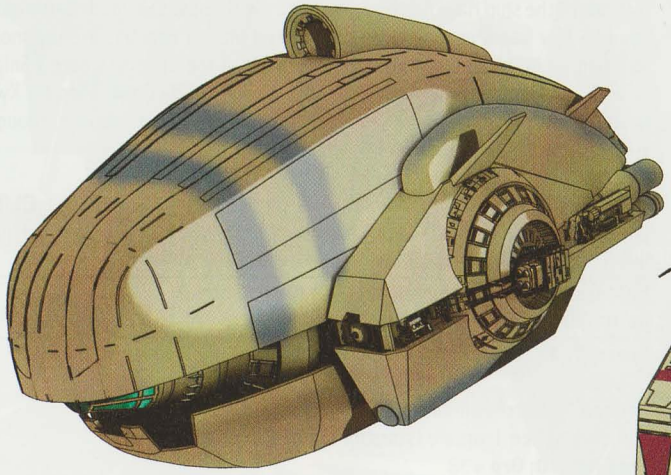
Medium concussion missiles (gunner)
Atk +2, **Dmg** 8d10×2, 2-square splash

sales numbers, Shobquix produced the Toscan frame in enormous numbers. Overall, the program was a horrible failure.

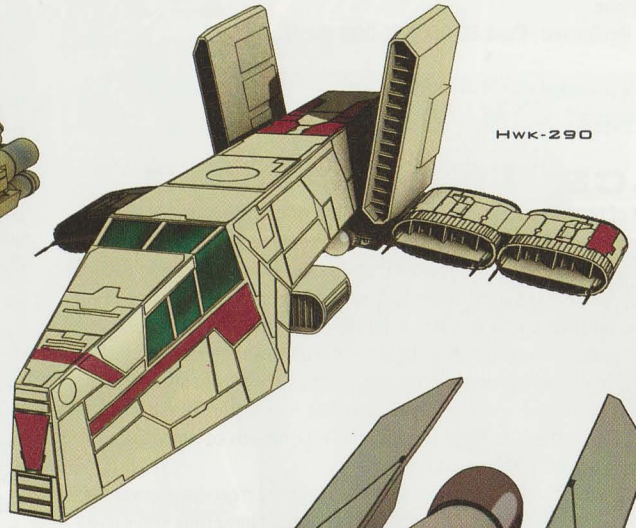
The problems with the idea were twofold. First, most shipyards prefer to custom-design their own starfighter frames from the ground up. Second, the cost of a modified Toscan (with both Shobquix and whoever "finished" the starfighter taking a profit) was too high compared to its final capabilities. A few hundred were bought by various shipyards as test vehicles (Sienar in particular built several gunship Toscans, with quad laser cannons and dual ion cannons as test beds for systems later added to the Skipray blastboat), but most were sold at discount to private buyers. Such Toscans rarely live up to their potential (since private buyers lack the resources of a full shipyard), but most could at least add some cargo and passenger capacity. The statistics here represent a "typical" Toscan, though many can be found with both heavier and lighter weapon loads.

Zebra Starfighter

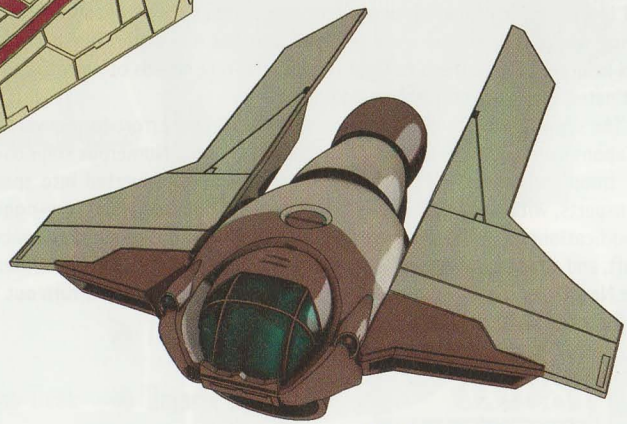
The Zebra starfighter is a single-pilot starfighter built by Hyrotii Vehicle Works. The simple craft (looking more like an airspeeder than a starfighter) has no hyperdrive and only moderate shields, but is built around two heavy, linked laser cannons that are supposed to give it the firepower to make attack runs on well-armored targets. In practice, the Zebra is too slow to be of much use except in large numbers, or against immobile targets such as ground installations (though even then the lack of missile weapons reduces its chance of killing bigger targets). However, for many years after the establishment of the New Order the Zebra is the best starfighter many non-Imperial forces can get their hands on. By the time X-wings and similar craft are more available, the Zebra loses its popularity and becomes a second-line fighter.



Maka-Eekai L4000



Hwk-290



M3-A Scyk Fighter

Zebra Starfighter CL 6
Gargantuan starfighter
Init +1; **Senses** Perception +5

Defenses Ref 13 (flat-footed 12), Fort 27; +7 armor
hp 120; **DR** 10; **SR** 15; **Threshold** 47

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged heavy laser cannons +1 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (heavy laser cannons)

Abilities Str 44, Dex 12, Con —, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 65 kg; **Consumables** 1 day; **Carried Craft** none
Hyperdrive none
Availability Restricted; **Cost** 80,000 (30,000 used)

Heavy laser cannons (pilot)
Atk +1 (–4 autofire), **Dmg** 6d10×2

Space Transports

With the end of open warfare, and the beginning of efforts to avoid the all-encompassing Imperial navy, space transports become the most common starships seen anywhere in the galaxy. They were found on every side of every conflict. Businesses used them to break shipments into smaller units to avoid losing all their cargo to a single pirate raid, while pirates used them to make those raids. Smugglers used them to ship contraband through Imperial blockades, legitimate independent merchants carried small cargoes to fringe worlds, the Empire used them to patrol as many worlds as possible, and insurgents used them to fight the Empire in hundreds of ragtag, uncoordinated efforts to stop the spread of tyranny.

The scope of the Clone Wars was so vast that no effort to recover the weapons used could even begin to be comprehensive. Numerous ships used for troop transports or light skirmish vessels were converted into space transports, with a surprising amount of firepower hidden under jury-rigged modifications. Even more military weapons were cut out of wrecked spacecraft, and added to space transports just big enough to accommodate them. The New Order soon discovered that any merchant vessel could turn out to be a pocket warship with no warning.

CEC Hwk-290

The Corellian Engineering Corporation designed the Hawk series of transports in the decades before the Clone Wars, in an effort to break into a new market for small, fast cargo ships. Although the YT-series of ships was wildly successful financially, it was seen by the galaxy at large as being rugged but ugly—tramp ships for tramp captains. The Hawk line was aimed at more upscale clients—wealthy merchants in need of ships to land at resort worlds without being an eyesore, and nobles or politicians in need of a cargo craft for personal business that wouldn't lower their prestige. The line was a modest success, but never hit sales numbers to rival YT-series ships, and it was discontinued during the Clone Wars to make way for more military production.

The Hwk-290 is the most prevalent of the Hawk-series of freighters, and a common sight through the Clone Wars and the first few decades of the New Order. It is extremely nimble for a cargo vessel, depending on maneuverability rather than strong shields or armor to survive attack. Stock versions of the ship have no weapons, but as with most CEC models, it's easy to add a few lasers as modifications. (Linked blaster cannons are the most common addition, and two sets are included in the statistics here.) Ships actually intended for military use (such as the *Moldy Crow*, used by Kyle Katarn among others) can carry more than twice as many weapons, though at the expense of some cargo capacity.

Hwk-290 CL 9
Colossal space transport
Init +0; **Senses** Perception +5

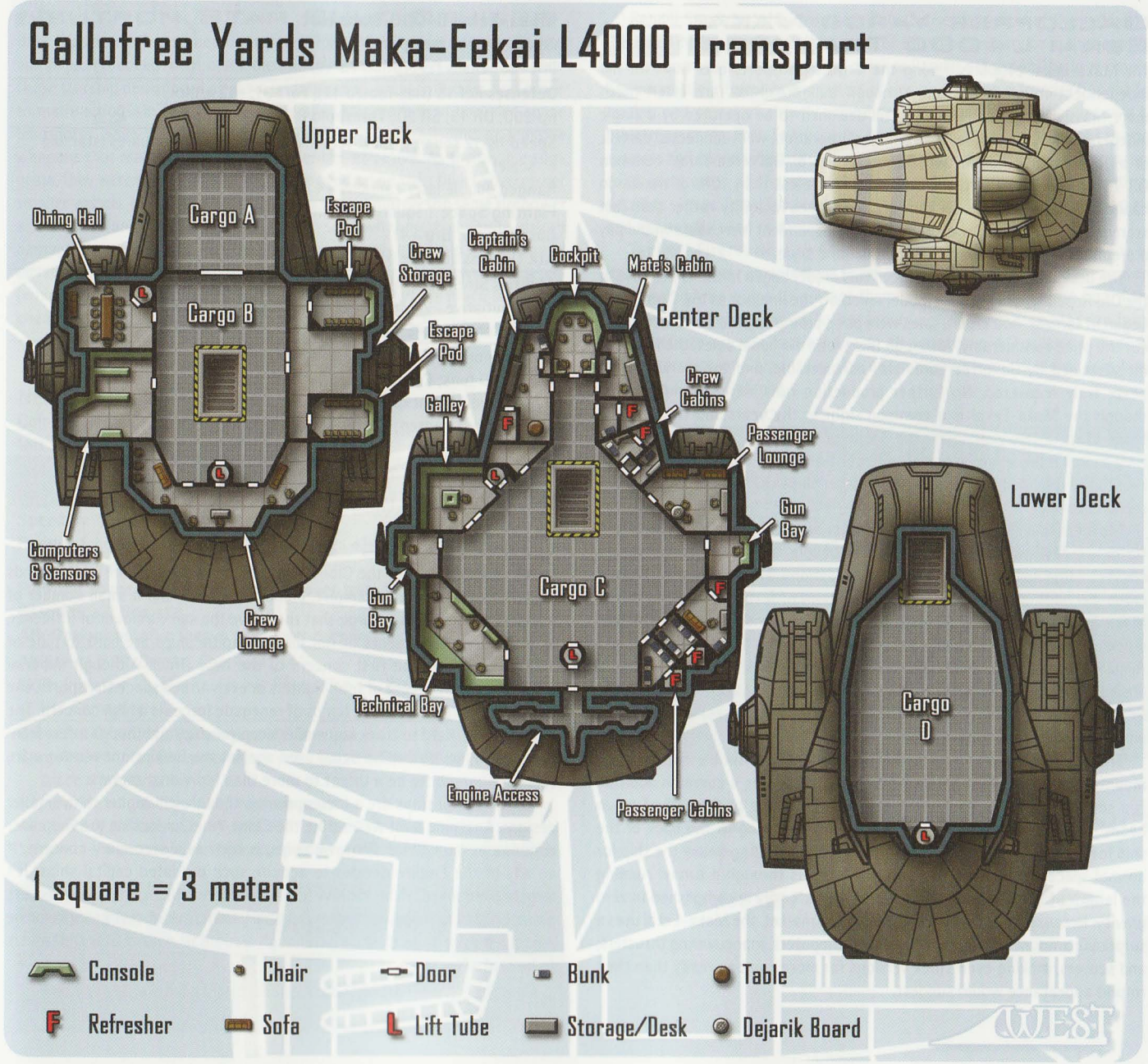
Defenses Ref 17 (flat-footed 12), Fort 28; +12 armor
hp 160; **DR** 15; **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged 2 blaster cannons +2 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +38

Abilities Str 46, Dex 20, Con —, Int 14
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 150 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 135,000 (55,000 used)

Blaster cannons (pilot, gunner)
Atk +4, **Dmg** 5d10×2


Gallofree Yards Maka-Eekai L4000 Transport
Upper Deck
Dining Hall
Cargo A
Escape Pod
Crew Storage
Captain's Cabin
Cockpit
Mate's Cabin
Cargo B
Center Deck
Escape Pod
Crew Cabins
Galley
Passenger Lounge
Lower Deck
Gun Bay
Computers & Sensors
Cargo C
Gun Bay
Crew Lounge
Technical Bay
Cargo D
Engine Access
Passenger Cabins
1 square = 3 meters
Console
Chair
Door
Bunk
Table
Refresher
Sofa
Lift Tube
Storage/Desk
Dejarik Board

Gallofree Yards Maka-Eekai L4000 Transport

The Maka-Eekai L4000 is among the largest transports ever built for the independent freighter market. Although bulk freighters are often much more massive, the Maka-Eekai is still designed to be operated by a single independent captain, rather than a large corporation, well-connected cartels, or a government. Though two-thirds the size of Gallofree Yards' common GR-75 medium transport, the Maka-Eekai has less than 10% of the cargo capacity due to its focus on comfort and maneuverability rather than just storage space. The hope was that wealthy independent merchants would pay a premium to haul their loads in comfort and style.

The design program that produced this model began in the latter days of the Old Republic, and the first model rolled off the line just as the Clone Wars began in earnest. As a result, sales were poor, prompting the manufacturer to cut the price considerably. Although this tactic did boost sales, the financial hit sustained by Gallofree Yards was considerable, and the manufacturer never truly recovered. No further production runs were attempted, and though the Maka-Eekai is a common sight in the years shortly after the Clone Wars, a few years after the Battle of Yavin most are gone. Because they shared many components with larger transports, most Maka-Eekai are eventually scrapped for parts to repair larger ships that have ten times their cargo capacity.

Most Maka-Eekai are configured primarily as cargo haulers, with room for only a few passengers but hundreds of tons of cargo. It's possible to convert cargo space into roomy accommodations, at the rate of 10 tons of cargo per additional passenger (to a maximum of forty passengers). Many Maka-Eekai are produced with different cargo/passenger mixes as standard stock options at no additional cost. Of course, most of this tonnage goes to stowage for six months of food for an additional person as well as more life support equipment, living facilities, and galley space—people carried in cargo space for only a very short trip (such as refugees) don't take up anything close to 10 tons.

The only armament in a stock Maka-Eekai is the two double laser cannons mounted in turrets on either side of the ship. However, a common addition is a set of linked laser cannons in a ball turret found at the end of a gun boom. The boom doubles as a stabilizing fin, swinging to the back of the ship for both landing and lightspeed travel but projecting below the ship for normal space travel. Access to the ball turret is through a tunnel running the length of the gun boom, a maneuver most easily accomplished in zero gravity. Because it is aimed at an independent market, the Maka-Eekai uses a surprising amount of space for targeting computers, maneuvering thrusters, and sensors, making even stock versions far more combat-ready than their rotund appearance would suggest.

Maka-Eekai L4000 Transport **CL 9**
Colossal space transport
Init –2; **Senses** Perception +5

Defenses Ref 15 (flat-footed 12), Fort 31; +12 armor
hp 200; **DR** 15; **SR** 20; **Threshold** 81

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged double laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +41
Atk Options autofire (double laser cannons)

Abilities Str 52, Dex 16, Con —, Int 18
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 4 (normal); **Passengers** 9
Cargo 410 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x2 (backup x12), navicomputer
Availability Licensed; **Cost** 180,000 (85,000 used)

Double laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 4d10x2

Capital Ships

In the years right after the Clone Wars, few capital ships are in the hands of anyone other than the Empire, planetary navies, and a small number of business consortiums so large that they have the same amount of influence as planetary governments (if not more). Capital ships are hard to hide or maintain, and are the first concern of the New Order. Although Imperial planners have little fear of snub fighters or even armed space transports, the threat of capital ships in the hands of renegade forces is a high concern. The Empire works hard to track any modern capital ship, and though a few from the Clone Wars do end up being used against the Empire, the numbers are small enough not to be a threat to more than individual sectors.

Older capital ships are a lower priority, though still higher than smaller designs. Anything built well before the Clone Wars, or lacking the firepower common in later Clone Wars warships, is seen as a secondary concern. If an ally of the Empire decides to acquire such outdated capital ships, it's largely overlooked. If an outlaw faction gathered them, Imperial planners assume that the ships will either fall apart from lack of maintenance or be destroyed as soon as they cause enough trouble to require Star Destroyers to be sent after them.

Neutron Star Bulk Cruiser

Bulk cruisers were designed during the Clone Wars to serve as second-line warships. Produced with older technology and off-the-rack components, these starship designs are all slow, undergunned, crew-intensive, and prone to malfunctions. In fact they are generally little more than upscaled space transports, with little of the armor plating, heavy shielding or massive weapons that make most capital ship designs effective. As their name suggests, they were simply large starships, depending on their bulk to overpower smaller vessels. In truth a bulk cruiser has approximately the same firepower as a smaller (and cheaper) frigate, though somewhat more ability to absorb damage. Where they can, the designs use their freely available space to good advantage, such as considerable carried craft and massive heavy quad lasers (which deal nearly as much damage as turbolasers, but are much larger and cheaper to construct).

Neutron Star Bulk Cruiser **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 13 (flat-footed 12), Fort 51; +11 armor
hp 1,400; **DR** 20; **SR** 100; **Threshold** 251

Speed fly 1 square (starship scale)
Ranged 5 heavy quad laser cannon batteries +14* (see below) and 2 tractor beams +4* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +68
Atk Options autofire (heavy quad laser cannons)

Abilities Str 92, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 2,050 (skilled); **Passengers** 200 (troops)
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 36 starfighters, 2 space transports
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** 5,000,000 (2,500,000 used)
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy quad laser cannon battery (6 gunners)
Atk +14 (–6 against targets smaller than Colossal) (+9 autofire), **Dmg** 4d10×5

Tractor beam (gunner)
Atk +4 (–16 against targets smaller than Colossal), **Dmg** — (grapple +68)

Rendili StarDrive's Neutron Star Bulk Cruiser is typical of these designs. Produced during the Clone Wars, none of the ships see service in that conflict as the Separatists' sudden defeat catches Rendili off guard. The new Empire has very little interest in the outdated design (though a few are bought for testing and patrol of already secure sectors), and the majority are sold to private concerns. For a few decades bulk cruisers are a common sight in poor systems and fringe worlds, but their poor performance and high maintenance costs puts most of the production line out of commission within three decades. Those few that remain are considered very second-rate vessels, and are mostly used as armed cargo transports.

Tactical Fire: A Neutron Star needs escorts, and normally depends on its own starfighter complement to keep it safe. Its crews are taught to work with starfighter wings to protect them and get them safely on board the bulk cruiser when damaged. As a standard action, a Neutron Star can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships of Gargantuan size or smaller within this radius gain a +2 bonus to Reflex Defense.

Civilian Vessels

With the rise of the Empire, many vessels that were once considered suitable for civilian use became illegal or, at the very least, highly restricted. Like weapons and equipment that are made illegal when the Empire is formed, some starships (particularly those that have significant weapon systems) cease production and sales at the behest of Imperial authority. This in turn creates a very high black market demand for these starships, and also makes the punishment for being caught with such a vessel more severe. For example, personal starfighters such as the Soro-Suub Cutlass-9 starfighter were in common use throughout the galaxy during the Clone Wars, but the Empire, claiming that a starfighter has little use except in an offensive role, cracks down on private ownership of such vessels in the name of galactic security.

"I'M SICK OF TRAINING NEW PILOTS."

— VADER'S APPRENTICE

Chapter VIII
Campaign Guidelines





The heroes in a *Force Unleashed* campaign rise to the occasion to fight the growing threat of Imperial oppression. When Supreme Chancellor Palpatine declares his New Order, few realize its sinister, oppressive intention. Many people accept it as a reasonable solution to the turmoil caused by the Separatist uprising. The average, law-abiding citizen who views galactic government as a distant concern sees Palpatine's speech as yet another seemingly meaningless policy announcement, heralding at most a gradual change in daily life. Some who have misgivings about the declaration of the New Order keep quiet, either because they fear Imperial reprisals or because they feel powerless to oppose such a galaxy-spanning tyranny. Those aware of the brutality of Order 66, people who recognize Palpatine's true intentions, and the growing number of galactic citizens who witness or experience the Empire's increasing oppression and brutality realize that they must risk their lives and sacrifice their way of life to fight Imperial domination.

These heroes can make a difference in the galaxy. This is a time when general sentiment gradually shifts from perceiving the Empire as the rightful government of the galaxy to seeing it as an oppressive tyranny that pushes the galaxy to the brink of civil war. A *Force Unleashed* campaign focuses on the heroes who become aware of this threat early in the struggle and quickly move to oppose Imperial treachery. These daring few stand out from those who feel too complacent or too intimidated to devote their lives to take action against an increasingly cruel Empire. Through the heroes' actions, galactic sentiment begins to shift against the Empire, eventually creating the climate in which the Rebel Alliance will be founded in the years to come.

The heroes become protagonists not only of their own campaign story, but of the grander history of resistance against tyranny. Ultimately, the heroes' seditious actions will give rise to the birth of the Rebellion. They make conscious choices to take action; the heroes do not sit back and allow the Empire to squeeze freedom from the galaxy; instead, they oppose tyranny in every way possible.

This decision pits them directly against a government and a society structured to root out dissension and crush any threat to authority. They must fight not only the visible soldiers of the Empire—clone troopers, ISB agents, stormtroopers, Imperial Inquisitors—but average, well-meaning people who believe they're upholding a legitimate government by reporting suspicious activities or subversive actions, and more sinister elements of the civilian population who value profits made from the Empire's tyranny over the freedom and well-being of innocent people.

This chapter explores the major themes that drive a *Force Unleashed* campaign and offers advice for Gamemasters on using them as a basis for exciting adventures opposing the expanding Empire. It offers players ideas on how their heroes first decided to join the fight against Imperial tyranny. Gamemasters can find resources on creating encounters, adventures, and broad story lines incorporating the growing Imperial oppression and the effect it has on everyday life in the galaxy. A sample adventure with three encounters at the end of the chapter puts these tips to use and provides an example that the Gamemaster can use in creating his or her own scenarios.

A Gathering of Heroes

How does a Gamemaster bring together a possibly disparate band of heroes—many with different backgrounds—to begin a *Force Unleashed* campaign?

A Gamemaster should take a moment before starting a campaign to talk with players about what common elements the heroes share that might give them a reason to join forces. They might find or create connections with each other's heroes that could explain how and why they are fighting the Empire together. Players might adjust hero backgrounds to take into account references to other heroes, locations from their past, or common enemies and allies that would give them some sense of camaraderie.

A Gamemaster might decide to take a varied collection of heroes and throw them into the action in an introductory scenario. Thrusting them all into a common crisis—forcing them to rely on each other's strengths to overcome a greater challenge—forges them into one cohesive group that shares common adversaries and goals.

The Dark Times present several situations in which heroes might join forces to resist Imperial tyranny based on shared background elements or an opening origins adventure.

Shared Hero Backgrounds

The easiest way to connect heroes before starting a *Force Unleashed* campaign requires some precampaign discussion among the Gamemaster and the players. They should discuss character backgrounds—particularly events directly leading to their decision to aid the resistance—and find elements that might link one hero to another. If each of the heroes creates an association with someone else in the group, however distant, all of them have some reason to collaborate.

Each player should read or describe her hero's back story for the entire group. Once everyone's finished, they can hone in on locations, incidents, allies, and adversaries mentioned that they might share.

For example, Jedi Padawan Nanto Vanix relies on a sympathetic transport captain to flee Felucia and find safety on Sullust. Perhaps another player's hero decides to play a fugitive pilot, assuming the role of the transport pilot to provide not only a motivation for fighting the Empire, but a background link with the Jedi and a reason to join forces during a campaign. Instead of fleeing to Sullust, they might head to Moorja, where scout Joren Q'aal and soldier Rass Throven find themselves at the end of their own accounts of how they came to recognize the Empire's treachery and decided to join the resistance.

Don't go overboard weaving intricate connections among all the heroes. Each player needs only a good reason to care about one other hero to forge a bond among the group. Maybe two heroes come from the same oppressed homeworld, know a common acquaintance, witnessed the same historical event, or even shared misadventures before the campaign begins.

Common Campaign Elements

Depending on the focus of a *Force Unleashed* campaign, the heroes might start operating with some common elements. A Gamemaster who designs a story arc based on a core concept should give players as much common information beforehand so they can incorporate that material into character creation.

Here are a few one-sentence examples of campaign ideas during the Dark Times that might affect what heroes the players create and the common bonds they might use to establish connections among themselves.

- The heroes aid a band of fugitive Wookiee slaves intent on freeing other oppressed aliens and disrupting Imperial activities supporting the occupation of Kashyyyk.
- As members of a noble house, the heroes conduct covert missions to establish and support resistance cells on other Core Worlds.
- Trapped on Mon Calamari at the same time the Empire incinerates three floating cities in retaliation for covert resistance activities, the heroes rise up with the local populace to oppose the Imperial occupation.
- Fringers employed with a criminal organization witness Imperial atrocities and work to convince their overlords to secretly support subjugated worlds and undermine the Empire.

Be careful not to coerce some players to radically alter their heroes' basic concepts just to make connections with others and fit into the story line. If the campaign centers around a band of escaped Wookiee slaves, don't force everyone to play a Wookiee. Some people can play non-Wookiee allies sympathetic to the cause of enslaved aliens: a plucky Sullustan scout, a grim Rodian soldier, a well-connected Human noble. The Gamemaster should help players adjust their heroes to best fit into the group's theme and the overall campaign premise.

Common campaign components not only give the players ideas for shared background elements, but offer inspiration for the kinds of heroes that might best fit into the anticipated action. Here are some more specific factors in a campaign that could offer common ground in heroic origins and shared connections.

Location

The heroes find themselves all in the same location when the campaign starts. The setting serves as a springboard for an overall story arc, providing a common ground upon which the heroes meet and forge an initial alliance. Some heroes might call the location home or have other connections to it (business contacts, family and friends, affinity for a particular neighborhood, restaurant, or club), while others could have traveled there to carry out their own agenda. Assuming they're either native to the world or have spent some time there during their travels, they all share some familiarity with the local bureaucracy, favorite shops and restaurants, and basic knowledge of the region and society.

A common location provides familiar ground where the heroes can begin their adventures; combined with other elements, a shared setting offers the perfect chance for heroes to unite under special circumstances. Perhaps they're all visiting the same planet when a fleet arrives to blockade the system and crack down on anyone even remotely suspicious.

The shared location could serve as the setting for the entire campaign. The Gamemaster could set a Dark Times story arc on one particular world where the heroes must establish, maintain, and command an insurgent group bent on undermining the Imperial occupation.

Event

The heroes all experience the same event—possibly from different viewpoints—that propels them to take action against the Empire. The incident should have some direct emotional impact on them that forges a bond between them. Perhaps they're at different tables in a cantina when news arrives that the Empire has devastated the planet Callos in retaliation for resistance activity. They might be innocent bystanders in a crowd mistaken for protesters and fired on by Imperial troops. They could witness the enslavement of a planet's alien population "for the good of Imperial security." Perhaps they witness the seemingly arbitrary arrest and imprisonment of a common friend. Maybe the Empire burns down their favorite watering hole as an example to other establishments that harbor malcontents sowing dissent among the populace. They might experience firsthand Imperial persecution—a lengthy and rough customs inspection, unwarranted scrutiny at a security checkpoint, confiscation of valued items—that clearly establishes that the Empire considers them a genuine and dangerous threat to their authority.

Allies

The heroes share a connection to a common set of allies who provide equipment, safe havens, transport, and other support. These contacts might belong to a corporation, government, criminal organization, or other association sympathetic to those fighting Imperial oppression but who don't want to openly announce their opposition to the Empire. This entity arranges for the heroes to come together from their varied backgrounds to secretly pursue an agenda of underground resistance that ultimately aids their benefactors.

The welfare of valued allies might also inspire the heroes to cooperate if their supporters fall victim to Imperial oppression. For instance, several heroes operating independently might find themselves working together to rescue an influential entrepreneur who can provide them with necessary resources—passage off the planet, medical supplies, weapons for freedom fighters, or vital intelligence—if only they can spring him from a secure penal facility.

Rally Around a Cause

Whether or not they know each other beforehand, the heroes might share an experience that rallies them against the Empire. Provoked by Imperial tyranny, they pool their resources to support a particular cause. Perhaps a Jedi Knight fleeing Inquisitors seeks their aid. They might seek to right a particular Imperial injustice, such as the imprisonment of an influential and sympathetic leader, an arbitrary blockade of space traffic and interstellar trade, or a comprehensive takeover of local industry. They could stumble across incriminating information about the Empire or secrets about its military strength that—in the right hands—could help topple its influence in one part of the galaxy. Far-reaching events such as the enslavement of the Wookiees or the seizure of shipyards on Duro and Mon Calamari might induce heroes to join forces to directly aid those rising up against Imperial domination. The campaign might focus on their efforts to correct this injustice, or the incident might simply serve to galvanize the heroes, give them an immediate reason to hate the Empire, and inspire them to work together as a resistance group.

It's a Trap!

While going about their business, the heroes fall into a trap set to arrest people suspected of conspiring against the Empire. They could all be traveling aboard the same transport stopped at a checkpoint when Imperial agents ferret out a spy and arrest all the passengers as potential coconspirators. Perhaps they follow separate leads to a gathering of dissidents, only to find Imperial troops waiting in ambush to see which disloyal citizens show up. Maybe the Empire ambushes a rendezvous between smugglers and resistance fighters who are swapping illegal supplies and weapons; the heroes happen to be pilots, loaders, passengers, cell organizers, or innocent bystanders caught in the wide net of suspicion cast by ISB agents eager to expose traitors. They might just happen to be in the wrong place at the wrong time, or might have innocent associations with people or places suspected of involvement with an underground resistance cell.

It doesn't matter whether the heroes have already joined forces or are working independently at the time of the ambush; the immediate crisis compels them to work together to fight a common adversary. If they didn't already hate the Empire, the ruthless perseverance that Imperial units display in stopping their escape and hunting them down obliges them to flee underground and convinces them to oppose the Empire's tyrannical rule.

ADVERSARIES

The heroes rally to defeat a particular adversary who has persecuted them in the past or threatens them in the present. An ambitious Imperial Moff or governor could threaten the system or sector in which they operate, endangering their allies, contacts, friends, and loyal supporters. Jedi Knights fleeing Palpatine's purge might focus their efforts on ultimately defeating the Inquisitors sent to hunt them down. Resistance fighters could undermine a powerful, corrupt corporation controlled by Imperial bureaucrats. Fugitives



must join forces to defeat the bounty hunters and troops sent to bring them to the perverted justice administered by Imperial courts. Insurgents trying to establish cells of resistance in cities, worlds, or sectors must band together to defeat the ISB agents, civilian informers, and Imperial soldiers intent on flushing them into the open and destroying them.

Campaign Elements

A *Force Unleashed* campaign, especially one in which the heroes fight growing Imperial tyranny, should include elements that lend the appropriate atmosphere to the action and define the story's tone. Each element exists as a result of the Empire's intrusion into or domination of another aspect of life in the galaxy.

All these themes relate to the heroes' struggle against Imperial oppression: recruiting allies, scrounging for supplies, evading capture, gathering intelligence on Imperial targets, aiding fugitive Jedi, guarding against betrayal, and ultimately striking blows against the growing power of the Empire. Unlike in a campaign set during the Rebellion Era, they can't fall back on the structure and support of the Rebel Alliance, nor can they expect aid from anything but fledgling and often inexperienced resistance groups.

Each of the elements discussed below could form the basis for an encounter or an entire adventure. Gamemasters can weave their own locations and characters into these situations to create distinct scenarios incorporating the growing paranoia, fear, and brutal oppression of the Dark Times era.

Clandestine Existence

Most heroes operate openly as outlaws defying the Imperial regime. They live as fugitives, evading Imperial forces, guarding against betrayal among their own ranks, hoarding supplies, and seeking new safe havens from those who would expose their seditious activities. They operate within society by using carefully crafted covers or surfacing only in dense population centers where they can easily blend into the crowd. Working unseen and undiscovered remains one of their top priorities.

These underground freedom fighters, outlaws, smugglers, and fugitives manage to survive and plan operations against the Empire without access to the usual resources available to more law-abiding citizens. They cannot pass through a security checkpoint or a customs inspection without threat of discovery. To travel between destinations on a world or between two star systems requires false identity datawork and a viable cover story, or acquiring their own mode of transportation. Establishing a secure base of operations—whether a one-room safe house or an elaborate facility with barracks, power generator, storage bay, medical suite, and vehicle hangar—must be accomplished outside normal channels, using contacts who either don't question their motives or can be paid to look the other way. Obtaining supplies, from ordinary foodstuffs and equipment to specialized combat gear, weapons, and explosives, always presents a challenge. Heroes must cultivate new allies and contacts who are willing to aid their struggle; they must always take care to avoid Imperial traps and ferret out double agents who could betray them to ISB operatives.

These heroes stand at the forefront of the growing resistance against the Empire. Because they operate on the fringe of lawful society, they can engage in extremely dangerous and effective activities to undermine Imperial authority. They undertake daring rescue missions, execute sabotage operations, recruit new freedom fighters, establish cells of resistance, infiltrate installations to steal vital data, and confront Imperial troops (activities further detailed in "Resistance Operations," page 134) in their open war against the growing tyranny of the Empire.

Adventure Hook: When the heroes return to their safe refuge or meeting place, they find an Imperial assault team standing guard while ISB agents comb the location for clues. A keen-eyed sentry spots one of them, raises the alarm, and sends the entire company of troopers after them in hot pursuit. Whether the heroes were operating as fugitives or as covert dissidents using the cover of normal society, they must now evade Imperial forces and find some safe haven from which they can either flee the planet or reestablish a secret base to continue their subversive activities.

Covert Opposition

A few heroes secretly conspire to undermine the Empire from the cover of their seemingly ordinary lives as loyal citizens. They live perilous double lives where even the slightest mistake or the smallest suspicion could quickly bring Imperial retribution upon themselves, their families and friends, and even their world. On the surface they seem to conduct themselves as normal, loyal citizens of the Empire; they go to work, socialize with friends, enjoy entertainment, pursue some casual interests, and spend time with their families. Beneath that safe facade they harbor a hatred for Imperial tyranny that compels them to secretly support resistance activities.

Usually their careers or social positions allow them access to essential resources to aid dissidents: classified data, specialized equipment, transportation offworld, restricted weapons, and medical care, all free from prying questions from ISB agents. They don't have the same freedom of movement and action as renegades who are maintaining a clandestine existence, but they aid resistance groups by slipping away unnoticed to accomplish their objectives. Some even undertake subversive activities right in the open: delivering messages to dead-drop pickup locations, hacking anti-Empire messages into communications feeds, even casually observing and reporting Imperial troop movements.

These covert freedom fighters must take extreme care to protect their cover, avoid detection by ISB agents, and guard against betrayal by loyal citizens who would not hesitate to report suspicious behavior. Their primary value to the resistance forces comes from their position hidden among normal

society, their access to everyday services, and their ability to operate within normal channels prohibited to those on the run.

Adventure Hook

A band of heroes operating covertly from covers in society must make contact with an outlaw who is known to openly oppose the Empire. They must slip away at some point during their normal routine to deliver an encrypted datacard, rare medicine, or some restricted weaponry to this courier without arousing suspicion from their coworkers, friends, and families. At some point during the delivery mission, one member of the group notices someone following the heroes. Do they end up having to eliminate a ruthless ISB agent, or might they be confronting a friend who is concerned for their well-being—and who could inadvertently betray them by talking to the officials?

Scarce Resources

For fugitive resistance fighters constantly on the run from Imperial agents and bounty hunters, finding resources for both everyday survival as well as covert operations remains a constant challenge. They continually run out of medical supplies, weapons, ammunition, explosives, rations, and replacement parts for vehicles (not to mention the vehicles themselves). They're always on the lookout for new sources of equipment and supplies to replace channels they've exhausted. Some underground groups hoard supplies so that newly established resistance cells have some basic equipment to work with when establishing themselves in new territory. Raids to obtain more supplies and weapons usually precede important missions involving combat, sabotage, and large-scale destruction.

Operations to acquire material resources can vary in tactics, targets, and intensity. The heroes might establish contact with an insider at a storage facility, someone willing to allow them occasional access while looking the other way; whether he does this out of sympathy to the local resistance, requires payment for his services, or has other requirements for cooperation is up to the Gamemaster. The heroes might divert material from shipping operations by conning warehouse officials, masquerading as an unloading crew ("offloading" cargo from a ship into their own transport vessel), or even hijacking a freighter carrying vital cargo. They might negotiate alliances with criminal organizations, smugglers, and sympathetic citizens to provide essential supplies, though these relationships can all be compromised by self-serving greed or Imperial influence. Of course, the most obvious means of obtaining material—especially restricted weapons and explosives—remains infiltrating government and military supply depots.

The heroes must take care to manage their supply sources. In the best cases, they divert only small amounts of material and cover their tracks well enough that nobody suspects anything has gone missing. Relying on one cooperative supplier could put them in danger; the contact might choose to betray them, or their frequent visits might arouse the attention of observant informers. Frequent attacks on a particular storage facility might force local and Imperial authorities to increase security. If the heroes hit the same depot too often, ISB agents might find a pattern and prepare an ambush to trap the next raiding party.

Adventure Hook

The heroes plan and execute a raid on a quiet Imperial Navy supply dump on the edge of an urban area. They have received word that a high-level Imperial official is visiting the planet next week, and they need to quickly obtain weapons, medical supplies, explosives, vehicles, and possibly even uniforms to pull off a mission that involves sabotaging his visit, abducting him, or generally causing embarrassing havoc.

Unbeknownst to the dissidents, the entire setup is an Imperial trap. The ISB fabricated and disseminated false intelligence about the visiting Imperial official to prompt local resistance cells to act openly and reveal their locations and strengths. Visual reconnaissance indicates that the supply dump is lightly guarded, but a special ISB ambush regiment is lying in wait inside cargo containers, drainage sewers, and other concealed areas around the depot.

Recruiting Allies

Without any overarching organization secretly supporting their activities across the galaxy (like the future Rebel Alliance), the heroes must create their own resistance cells, safe houses, informer networks, supply chains, and support systems. To maintain operations of all kinds—and to replenish personnel easily lost during operations—the heroes must continually recruit new allies and contacts who can provide everything they need to continue the fight against the Empire and ensure their safety. They must create their own local support organization of allies who are willing to help with all aspects of their operations.

Approaching a potential ally takes time and caution. It requires a strategy heavy on information-gathering and character interaction. Heroes must first identify individuals who could help them, then evaluate those individuals' loyalty to the Empire or their willingness to aid those fighting its tyrannical policies. The cooperation of a potential ally could depend on how benignly or oppressively the Empire rules in the ally's location, whether the potential ally harbors a fierce loyalty to the establishment, or whether he or she has suffered at the Empire's hands and thus seeks some degree of revenge.

The heroes must find some leverage to use in convincing people to aid them. Intimidation rarely works and doesn't produce willing, trustworthy allies. Bribery offers an incentive for some dubious characters to help, though it seldom guarantees loyalty and often drains any monetary resources the heroes manage to scrape together. The best way to recruit allies comes from appealing to their sense of moral principle and their yearning to right the injustices perpetrated by the Empire on their own world and in systems

throughout the galaxy. The heroes must show their potential collaborators that it's in their best interest—and for the greater good of society, their planet, and life everywhere—to secretly undermine Imperial power.

Willing allies come from two sectors of the populace: those who are established in everyday society with jobs, reputations, and connections, and those who have severed such ties and now live furtive lives as outlaws fleeing from the Empire. At first, those who are nestled comfortably in orderly lives might seem useless to heroes engaged in an epic struggle against tyranny; however, such ordinary people can offer heroes on the run a valuable tether to normal society, providing services, access, and materials otherwise unavailable to fugitives or difficult for them to obtain through normal channels. Contacts cultivated among regular citizens can aid the heroes through their normal jobs and everyday activities without arousing too much suspicion.

Informers

Ordinary people are usually sensitive to changes in their everyday routine or environment. They can provide seemingly mundane information that can significantly help the heroes in their activities against the Empire: the number and location of Imperial troops and sentries in an area; news and gossip of anti-insurgent operations; possible contacts who quietly voice their dissatisfaction with the New Order; information about potential target locations; data from computers accessible to the public or people employed at certain facilities; schedules for transports around a planet or offworld. These informers transmit their intelligence and receive new assignments through secure means, leaving messages at hidden dead-drop locations, transmitting them through secure computer or comm channels, or slipping them to the heroes during innocent-seeming "chance" encounters.

Suppliers

The heroes can use average citizens to obtain much-needed equipment. These supplies might consist simply of food and mundane household items that the heroes—as outlaws—cannot purchase without emerging into the public eye. If they cultivate a contact who has ties to a commercial enterprise, they might have a means of obtaining specialized equipment, vehicles, spare parts, military-grade gear, and even weapons. They must take care that their requests and deliveries do not compromise the supplier's cover and cause their arrest at the hands of Imperial forces.

Safe Haven Providers

Some people can provide safe havens for various subversive activities. These locations could offer a place to hide from authorities, a storage site for caching weapons or gear, an observation post, or a staging location for a nearby operation. Most safe house locations maintain the outward illusion of a more innocuous function—a hotel that includes a room permanently reserved for the heroes' use; a remote country estate where they can train; or even a warehouse to serve as a temporary base for an operation.

Transport Pilots

Heroes often need a safe means of transporting themselves or supplies around a planet or to locations offworld. Pilots who have legitimate credentials and access to vehicles might help a local resistance group spread its influence to other regions if they have incentive to secretly work to undermine Imperial authority, especially as the Empire tightens its grip on space travel and seeks to limit the mobility of people, material, and ideas. Pilots can provide false transit papers for heroes, arrange passage aboard repulsorlift craft and starships, and ensure some security for personnel and cargo in case of Imperial entanglements. Heroes must take care not to use their transport contacts too often, lest those contacts come to the attention of suspicious people ready to report them to Imperial authorities.

Bureaucrats

The galaxy depends on an efficient bureaucracy to maintain operations on every level, from local officials to those overseeing entire sectors. Heroes who cultivate contacts with bureaucrats gain influential friends who have the power to get around obstacles of an official nature. They come from every level and aspect of the government and private enterprise: customs officials, common clerks, corporate officers, court magistrates, government workers, computer registrars, and elected or appointed officials for towns, cities, starports, planets, systems, and sectors. Depending on their everyday duties, they can use their position and influence to do small favors for heroes to covertly support their operations. A local registrar could forge identity cards and set up cover identities in the planetary population database. A starport official could prepare false shipping manifests to ensure that restricted or illegal cargoes pass to the proper resistance cells. Bureaucrats in higher echelons could influence policies that relieve pressure on authorities to capture the heroes or to increase security against their threats.

The Fringe

Those on the fringe of society—people hunted by the Empire for their affiliation with the Jedi, members of criminal organizations, or those who are forming emerging resistance groups—can more directly help the heroes by conducting subversive operations outside the bounds of society and the law. These individuals live a furtive existence that nobody in comfortable civilization would call normal. They are constantly on the run from the Empire and local authorities. Such outlaws always look over their shoulders to make sure nobody's following them, listening to their conversations, or reporting their activities. They cannot engage in many activities that most law-abiding people can perform without serious danger of capture—working a regular

job, shopping, taking public transport, obtaining housing, and generally doing anything in public.

These criminals act out of a strong sense of self-preservation and greed; they constantly weigh the risks against the potential gains. Some ultimately come around and join the cause out of some sense of duty to moral principle, though such cases remain rare. A handful of enlightened people who question Palpatine's motives view these fringers as the real "underground freedom fighters" despite the Empire's best efforts to paint them as subversive terrorists. Heroes who seek to recruit such insurgents must somehow infiltrate the shady world of fugitives and criminals, proving their hatred for the Empire before they can even make contact with anyone who is willing to aid them. Of course, if the heroes themselves cross over onto the wrong side of the law, they have a better chance of recruiting fellow fugitives.

Adventure Hook

The heroes catch wind of a local noblewoman who might nurture a hatred for the Empire, which confiscated many of her commercial interests when it established control on her homeworld. This aristocrat has many connections, sufficient funds, and a few remaining assets that might help resistance fighters who are seeking to undermine Imperial interests in the area. To celebrate her forced "retirement" from her business enterprises, she's holding a gala for friends and supporters at her estate on the edge of the planet's major urban center and starport. The heroes must infiltrate the party, discover where she really stands—and what she's really willing to risk—regarding the Empire, and quietly approach her to seek her aid in their cause. Can they convince her to actively use her resources to help their operations, or is the entire scenario a carefully constructed setting for an Imperial trap?

Criminals

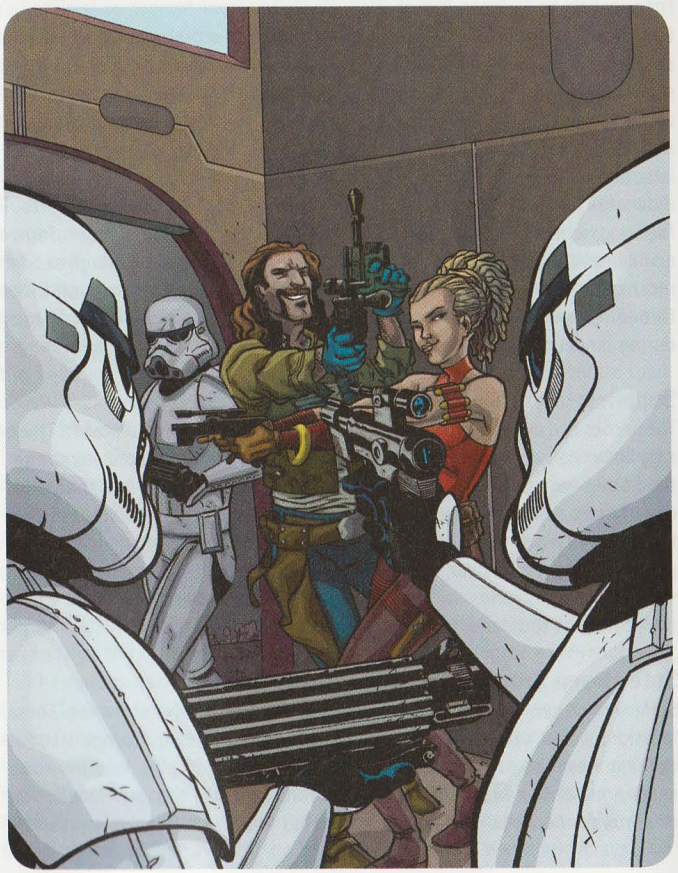
Those who operate outside the law typically have experience in conducting their business and living their lives while evading the authorities. They range from petty thieves who operate alone to members of vast crime syndicates. Depending on their experience and the extent of their own support networks, they can undertake a variety of tasks to support the heroes: obtaining and transporting restricted, stolen, or illegal goods; delivering clandestine messages; spying on military installations or activities; slicing into computer networks to obtain or change data; creating false documents; and carrying out their usual criminal activities to support the heroes' operations.

Smugglers

Like transport pilots, smugglers can move personnel, material, and data across planets and between systems. Since they operate outside the law, they are much better prepared to deal with unexpected obstacles, have a greater freedom of movement, and are accustomed to handling delicate cargoes using their own network of contacts. These benefits are offset by the threat of increased suspicion from authorities and a tendency for resolving problems less with diplomacy and covert actions and more with blasters and flamboyant chases.

Fugitives

Outlaws have many similarities to the heroes. They constantly flee from the Empire, live furtive lives apart from common society, and harbor a festering hatred for the Empire that—for whatever reason and through whatever means—has branded them as wanted criminals. As long as the heroes can provide relative safety, a basic means of survival, and a support network, fugitives usually have no problem with joining a resistance group of like-minded outlaws, even if becoming a group member does involve fighting the Empire.



Finding A Safe Haven

Scouting, establishing, and protecting a base of operations is a key theme in a *Force Unleashed* campaign. Unlike those operating in the Rebellion Era, when secret Rebel bases offer respite, support, and resources, heroes in the Dark Times have only themselves and their allies to rely upon for survival and continued success against the Empire's growing menace. Given their fugitive status—even if they're operating clandestinely in common society—the heroes must constantly search for new, safe locations to support their subversive activities.

Heroes need safe houses for living quarters and hiding places, nooks where they can securely store gear and supplies, and larger spaces where they can assemble material and personnel. They need secure medical facilities, or at least access to treatment in places safe from the scrutiny of those who would notify the authorities about suspicious characters displaying extraordinary injuries. Heroes might require a secure place in which to dock or repair their vehicles. A safe haven might serve a short-term goal—for example, an apartment with a good view of a targeted Imperial installation—or a long-term objective as a secure base for extended future operations.

The heroes can scout out secure havens on their own or cultivate contacts who have access to useful facilities. They could scan the newsnets for items about businesses that are closing, buildings that have been gutted by fire, or abandoned factories that they might use for their own purposes. Heroes could actively scout out remote wilderness regions, decrepit industrial facilities, or residential neighborhoods where they could establish refuges.

A network of reliable contacts that includes underworld figures or those operating in common society could also yield safe locations. The heroes could ask a friend to rent an apartment or a hotel room for their use. A sympathetic entrepreneur might allow them to use his commercial facilities. A bureaucrat could create cover businesses in commercial or industrial areas to suit their plans. A crime lord might already have secure hiding places, safe houses, vehicle hangars, and other facilities hidden from the authorities that he doesn't mind sharing with a resistance group seeking to undermine the Empire's rule.

Finding, constructing, and defending a hidden base could form the basis for a single adventure or the theme for an entire story arc.

Adventure Hook

The heroes plan to destroy an important Imperial com-scan array that could shut down planetary communications and sensors for days. It's located in a quiet residential area. They must find a safe, concealed post from which to reconnoiter the base, establish hidden caches of weapons and supplies nearby, and find assembly and launch points for the assault, all without arousing the suspicion of local residents or security patrols. They might enlist the aid of sympathetic neighbors or service personnel working in the vicinity.

Fugitive Jedi

The Dark Times remain particularly deadly for Jedi Knights who are fleeing Palpatine's campaign to wipe them out. Inquisitors wander throughout the galaxy, using their dark side powers and commanding special detachments of troops to hunt down and eliminate renegade Jedi. These fugitives naturally seek safe havens for shelter, relying on allies such as resistance cells to protect them from their hunters and, in some bold cases, to enable them to strike back against the overwhelming forces of the Empire.

Inquisitorial adversaries play a primary role in a campaign in which any player runs a Jedi hero. The constant flight from enemy hunters, search for a safe haven, and fight for survival in a galaxy suddenly hostile to the time-honored heritage of the Jedi Knights overshadows much of the story line. Where once Jedi were welcomed as bearers of justice and order, now they are shunned and exposed as enemies of the state. Jedi heroes must take constant care to disguise their identities, whether they try to pass openly as everyday citizens or live a furtive life in hiding. Their presence in a group of freedom fighters magnifies the danger and increases the opposition immensely. Their very presence—and their use of Force powers—could easily attract an Imperial Inquisitor and his minions as adversaries on top of any normal opposition the heroes might face.

In a campaign that does not include a Jedi hero, the Gamemaster can introduce one or more Jedi characters to motivate the heroes along a course of action, expose them to the relentless pursuit of the Imperial Inquisitors, and give them an immediate purpose: to protect the Jedi. Whether the Jedi helps them achieve their objectives or they aid the Jedi in achieving her own agenda remains secondary to the basic struggle for survival.

Introducing the fugitive Jedi theme into a *Force Unleashed* campaign adds a particularly grim tone to the overall atmosphere. The players certainly know—and heroes probably suspect—that the Jedi become all but extinct by the time of the Rebellion Era. The grim truth remains: Jedi in a *Force Unleashed* campaign are destined to die at the hands of Vader's minions.

The Gamemaster should have some idea of what specific fates await Jedi—both GM characters and the players' heroes—at the conclusion of a *Force Unleashed* campaign. Few players enjoy seeing their heroes die, but knowing that they will perish at the climactic end of a campaign might encourage them to work toward making that death as epic as possible. The GM should work with players to determine their Jedi's goals during the story line and how they ultimately meet their end. They might sow some plot, location, and character seeds that lead toward the conclusion of a story line and a gallant death for the Jedi. Players running Jedi should realize that how their heroes die—in essence, fulfilling their ultimate destiny—remains an essential part of their heroes' characterization and is as important as their actions and adventures in life.

For a Jedi's death to have meaning—both to the character and within the story line—it must come at a climactic moment in the campaign. Some

players might want their Jedi characters to survive to the very end of the planned campaign. Others might hope that their Jedi meet their inevitable fate sooner, so they can continue the campaign playing a different hero. The Gamemaster should discuss how Jedi heroes arrive at their ultimate destiny without giving away too many plot points and surprises. Here are some general examples that players and the GM might use to broadly plan how and when Jedi heroes meet their end.

Blaze of Glory: The Jedi sacrifices herself to destroy the major target that the heroes have been planning to assault for the entire campaign. With her final burst of energy, she reaches for the controls and sets the main power generator to overload. The Jedi fights her way to the command bridge and, mortally wounded, locks the navigation controls to put the ship on a collision course.

Exposing the Truth: Through her final actions, the Jedi reveals the Empire's true intentions and the insidious extent of its plans to oppress freedom in the galaxy. By landing the slave transport in the city's central square, she shows that aliens being "reassigned for resettlement" are actually being sold into slavery. With her dying breath, the Jedi Knight uploads the incriminating datafile and broadcasts it on public frequencies throughout the system. The Jedi delivers evidence of the Empire's destruction of Callos to a sympathetic newsnet reporter, who vows to publicly broadcast it.

Final Confrontation: To achieve the ultimate objective for the entire campaign, the Jedi Knight must face the group's nemesis in a final showdown. This principal adversary has plagued the heroes since the beginning, countering their every move and harassing them at every turn. The duel must buy the other heroes time to achieve their objective, or clear the way for them to proceed to victory. Though the Jedi might triumph, she does not survive the confrontation for very long.

Noble Sacrifice: The Jedi sacrifices her life to save her comrades or a key figure in the story line at the climactic moment of the campaign. She rescues the influential Senator and delivers him to safety even though she succumbs to injuries sustained in the escape. The Jedi manages to keep the starship from falling into the sun until everyone has evacuated. She contains the power core explosion until everyone has escaped the blast zone.

Adventure Hook

While scouting out a remote location for a hidden base, the heroes spot an escape pod or a damaged starship as it crash-lands nearby. When they investigate, they discover a lone survivor who seems to be a fugitive Jedi Knight. Realizing how a Jedi might help their cause, they rescue him just as Imperial forces move in to capture the renegade. They must nurse the Jedi back to health, hide him from continued Imperial searches, and help him attain his original objective. As an unexpected twist, the person might not be a Jedi at all, but an impostor the ISB is using to flush out a resistance cell.

Ordinary People

How average people react when they witness potentially traitorous acts can make the difference between a "traitor" getting away with a risky deed and getting caught. But not all citizens have the same degree of loyalty to the Empire. When heroes interact with or around others in a suspicious manner, the Gamemaster should decide where observant citizens are located if they notice this behavior. These citizens might be reacting to activities that aren't overt acts of treachery. For instance, most people would notice someone tampering with a control panel; but if that hero was dressed like and acting like an official technician, most people wouldn't think anything "wrong" was going on. The reactions that ordinary people might display are discussed below, from least to most problematic.

Tacit Complacency: Those who notice the heroes' suspicious behavior might look the other way, not interfere, and carry on as if everything's normal. Most citizens overlook small infractions of the law anyway, especially if involving the authorities seems more inconvenient than letting something petty slide. This sort of reaction (or lack thereof) might also be evidence of some emerging sympathy for the heroes and their cause or a growing hatred for the Empire.

Influenced Complicity: Someone could notice the heroes' dubious actions, quietly mention it to them, and expect some incentive to avoid reporting the incident to the authorities. The heroes must somehow influence that person—by paying a bribe, appealing to the person's sense of justice, or offering a favor—to hush things up. The citizen agrees to look the other way if doing so benefits him in some way.

Quiet Betrayal: Loyal citizens who have a strong sense of self-preservation might take note of suspicious and potentially traitorous activity without saying anything to the heroes, then report their findings to the proper authorities so that those officials can follow the heroes, close in on them, and thwart them while they attempt to commit some other seditious act. These people pose the greatest threat to resistance fighters. It might seem to the heroes at first that they are behaving with tacit complacency as quiet allies, but in reality they form the backbone of an unofficial informer corps used by the ISB and COMPNOR to keep many planets in line.

Alarm: Many people react with open alarm when they realize they're witnessing seditious activity, especially if it's not terribly covert. Even subtle acts cause them to lose their train of thought, suddenly drop what they're doing, or stammer about with indecision. Most of these people will disengage immediately from any contact with the heroes and head straight for the nearest comm station, security checkpoint, or guard post to report the incident.

Betrayal

Palpatine's Order 66 and the brutal slaying and pursuit of the Jedi Knights sets the stage for an entire era of betrayal. Governments and corporations make deals with the Empire, compromising their dedicated employees and citizens in the interest of holding onto some vestige of power, prestige, and wealth. Entrepreneurs implicate each other in fabricated schemes to support the resistance simply to eliminate competition and improve their own business. Residents inform on others in their neighborhood whom they suspect of having anti-Imperial sentiments, or just those against whom they harbor petty jealousies. Everyone looks out for his or her own welfare, often at the expense of others. Far better to offer someone else up to the Empire's uncaring injustice and cruel tyranny than suffer oneself.

The Dark Times are a period of extreme risk for anyone operating against the Empire. At first glance everything seems more or less normal, a transition from one galactic government to the next; but underneath the surface lurks something sinister. People seem to be watching each other over their shoulders, ISB and COMPNOR agents lurk undercover everywhere, and ordinary citizens live in fear of stormtroopers blasting down their door and making arrests. The Imperial war machine—and even many planetary security forces—exists solely to maintain control over systems at every level, exploiting resources, keeping the populace in line, and rooting out those who oppose its plans.

Whom can the heroes trust? Every contact or ally they make might await the perfect chance to betray them, either as a citizen informer or an undercover Imperial agent. Someone might monitor their every move, or follow them through empty alleyways or crowded plazas. Every security checkpoint—and they become more frequent—brings with it the risk that someone might blow the heroes' cover and expose them as traitors of the Empire. Every move they make, each communication they send, every rendezvous they complete might simply be one step into an Imperial trap.

The Gamemaster should carefully consider when and how often to play the traitor card in a *Force Unleashed* campaign. The heroes should get a sense that they really can't trust anyone and that they might always be walking into a trap. But constantly turning carefully cultivated contacts and trustworthy allies against them can become tedious and create in the heroes (and perhaps the players) a sense of hopelessness, a feeling that nothing they do matters. Make sure any betrayal has some relevance to the adventure plot or the overall story arc in a campaign. Has an Imperial Inquisitor carefully set a trap to ensnare the group's Jedi hero? Does a trusted contact turn traitor for some ulterior motive, such as freeing an imprisoned relative, saving the family business, or taking vengeance for some real or imagined offense? Does an average citizen who turns them in feel remorse later and rise up to aid the heroes?

Adventure Hook: A trusted ally betrays the heroes and delivers them into the custody of Imperial officials. Their imprisonment at the planetary garrison gives them access to an objective they have so far failed to reach: the prison cell of an influential Senator, the power grid to all Imperial installations in the area, the garrison's arsenal, or even a powerful Imperial dignitary visiting the system. They must plan their escape and—with the help of the contact who supposedly betrayed them—use this advantageous access to achieve their goal by dealing the Empire a decisive blow from within.

Growing Criminal Elements

Although criminal organizations existed in the Republic, they maintained a low profile when operating within civilized areas and openly ruled only in more remote enclaves such as the Outer Rim and Hutt Space. With the Empire tightening its grasp on galactic affairs—and edging out crime syndicates with its own brand of brutality and vice—criminals are forced into more desperate measures to carry on their operations and make a profit despite increased security and a larger military presence.

Some criminal groups resort to more brutal tactics and aggressive moves to expand the scope of their operations, taking any extreme measure necessary to survive. Others seek to form alliances with each other to better endure the Empire's tyranny. A few join with other groups, including resistance cells, to try overthrowing a government that proves bad for both legitimate and illegal business.

Freedom fighters might turn to crime syndicates for favors. Criminal organizations can provide hard-to-obtain supplies, discreet transportation, restricted weapons, forged documents, personnel with specialized training, secure access to restricted areas, and other forms of support, using an existing infrastructure intended to circumvent authorities. By establishing contacts within a crime syndicate or even a loose alliance with one, heroes walk a fine line between conducting a justified war against political oppression and engaging in unlawful activities that could harm innocent civilians and threaten the few vestiges of civilized society left in the galaxy.

Adventure Hook

The heroes require specialized climbing, demolitions, and assault gear to penetrate a mountaintop prison where the Empire holds the planet's influential leaders who vocally opposed the New Order. Unfortunately for the characters, they don't have any normal contacts who are willing to part with such expensive and restricted materials. The heroes hear rumors that the local crime syndicate can provide the necessary gear. They must make contact with the organization and negotiate a fragile if temporary alliance to get the equipment. To earn the crime lord's trust and seal the deal, they must break into the local starport's traffic control center (a much easier target than the prison) and steal security protocols, starship data records, and other information the crime syndicate can use to smuggle illicit goods on and off the planet.

Resistance Operations

Once they establish themselves in an area, with false identities, secret hideaways, and several support contacts, the heroes can spend much of their time conducting paramilitary operations against Imperial forces to achieve their objectives. These missions form the core of active resistance activities directly aimed at the Empire, its corporate allies, supportive local governments, and criminal elements in their employ and draw on all the resources they have cultivated while establishing their rebellious cell. Each mission type discussed below serves as an adventure hook unto itself; the Gamemaster can customize the specific targets and challenges to fit the setting and draw upon past episodes in the campaign.

Surveillance

Before an operation, the heroes must spend time observing the target and assessing the best way to achieve their objective. They can follow Imperial officials and vehicles, draw a plan of a military or commercial installation, map possible ambush sites, note defenses and sentry routes, and check out possible access and escape routes—all tasks related to the particular target for an upcoming operation. They might conduct surveillance from a well-placed observation post or from simply wandering the nearby streets. If they hope to infiltrate a facility to steal supplies, download data, or sabotage vital systems, they need to examine the intended target to make sure they can enter and exit surreptitiously. The tricky part of surveillance is making sure nobody notices you. Most citizens pay no mind to a slightly more observant person walking past an Imperial facility; but some who are trained in counterintelligence, including ISB agents, know exactly how to spot someone who is observing and assessing a target. Although the average person who spots some really obvious surveillance would report it to the authorities immediately, more subtle people make note of the details and act on them later.

Infiltration

Heroes often break into (and out of) enemy installations to gather information, plant false intelligence, steal equipment, hijack vehicles, or sabotage facilities. Doing this requires some knowledge of the target's security measures and the means to deactivate or circumvent them. Sometimes heroes need to acquire specific equipment or hire specialists to gain entry. Aside from the usual dangers involved in evading traps, dodging sentries, opening locked hatches, and slipping past alarm sensors, the heroes must avoid causing any kind of alarm, lest they alert authorities to their presence and their possible intentions.

Turning Agents

Although the heroes constantly cultivate new contacts, allies, and recruits, they always remain watchful for enemy personnel they can persuade to join to their side. After first identifying potential targets and assessing their usefulness, the heroes can pander to one of their weaknesses by offering money, promising power, questioning their moral perspective, or even deceiving them altogether in an elaborate ruse; anything to encourage them to cooperate with the heroes in achieving short- or long-term objectives. These compromised agents usually come from the ranks of minor functionaries—guards, technicians, petty bureaucrats, low-ranking officers, and maintenance staff—though once in a while the heroes have a chance to turn an influential enemy agent who can really help them. Depending on their occupation, access, and authority, turned enemy personnel can provide weapons, supplies, and vehicles, allow undetected entry into restricted areas, pass along sensitive intelligence or data files, misinform other personnel about resistance activities, and generally provide an inside edge on activities focused on that individual's location or position.

Ambush

Heroes could plan an operation to attack mobile enemy forces from a carefully prepared position at a vulnerable point in the route. They might seek to intercept a repulsorlift caravan carrying arms, prisoners, medical supplies, equipment, or troops. If they have access to starships, they might assault a freighter to capture its cargo. They could ambush an important person to kidnap that individual, deny the enemy his expertise at a critical moment, or gain information about a future objective. These operations require foreknowledge of the target's intended course, awareness of its defenses, and preparation of an ambush position with weapons, booby traps, light fortifications, and a swift escape route.

Sabotage

Destroying Imperial installations and facilities run by those who support the Empire remains a top priority for most resistance groups and one of the most visible and meaningful types of operations they can undertake. Since few insurgent cells have the resources to conduct an all-out frontal attack, they rely on subversive measures of sabotage: damaging vehicle engines, introducing viruses into computer banks, jamming comm-scan arrays, and setting timed explosives on vital machinery. Most such operations require a combination of good surveillance of the target and discreet infiltration (and exfiltration) for success at the overall objective.

Rescue

When enemy forces arrest members of the resistance or allied personnel, the comrades of those detainees often come to their aid. Rescue missions require the same sort of surveillance and infiltration as sabotage operations, but since they aren't destructive in nature, they demand a greater degree of care to successfully extract the imprisoned comrades. Would-be rescuers should exercise caution: A prisoner who appears to be lightly guarded might serve as bait to draw unwary insurgents out into the open and into a carefully set trap.

A Less Civilized Age

The onset of the Dark Times launches an era of decline throughout the galaxy, as the former grandeur of the Republic—however eroded or tainted by corruption—deteriorates in the face of a shining New Order that leaves much of the galaxy in the dregs. Those who are loyal to the Empire rise in prominence and splendor, leaving everyone else to wallow in neglect and decay. Palpatine's friends gain power, prestige, and riches, while anyone beneath his notice suffers at the whim of his minions.

The Empire, its loyal followers, and those who seek to make a profit through its oppressive policies make life much more difficult for heroes. As the Dark Times progress and the Empire expands its grasp over more systems throughout the galaxy, Palpatine's insidious influence affects more aspects of life than before. Imperial personnel stretch the limits of their authority, learning how they can project their power, influence important people and ordinary citizens, and increase their standing in the new regime.

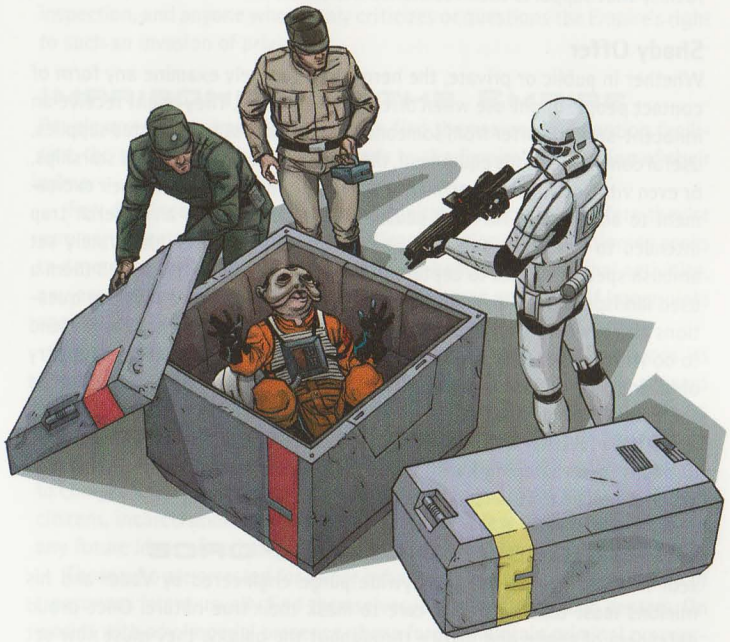
Palpatine's New Order instills changes in many basic assumptions about life in the galaxy, particularly in the realm of law enforcement, but also in the way ordinary citizens view suspicious activities. Here are several situations that heroes might find themselves in and some suggestions for how the Gamemaster might address them.

Everyday Paranoia

When Imperial personnel move into a system—whether in the form of a trade delegation or a full occupation force—most average citizens quickly learn to watch their backs. The Empire rules through mistrust, betrayal, and fear; its minions and policies reflect this tactic of intimidation at every level of life. Simply walking down the street might put the heroes in an uncomfortable spot, especially if they are known insurgents wanted by the authorities. The Gamemaster can use the following adventure hooks simply to add atmosphere to any scene in a public environment, or can insert them as incidents to precipitate action in an adventure.

Imperial Patrol

The heroes spot an Imperial patrol or checkpoint directly in their path. They must decide whether to try passing by the troopers or to find some other way around without attracting unwanted attention. If the heroes are wanted by the law for some recent operation, the patrol might be searching specifically for them. The patrol could be actively seeking known outlaws (including the heroes), questioning bystanders on the street and stopping individuals to inspect their identification and personal possessions. Perhaps they're simply in transit from one post to another. In most cases, however, such patrols have broad orders that center on maintaining peace, detaining and questioning anyone who seems engaged in suspicious activities, and making the Empire's presence felt, and feared, among the general populace. A checkpoint usually exists to restrict access along a thoroughfare, often to screen people on the street, stop people from entering a high-security location, or limit traffic into an area where Imperial troops are conducting a police action. If the heroes seek some other route around the patrol or checkpoint, they run the risk that a perceptive bystander might spot their change in course, consider it suspicious behavior, and report it to the troopers.



Shadowing

In public areas, the heroes must always remain on guard for people taking note (even casually) of their presence, watching for unusual behavior, and alerting authorities to their possibly dubious activities. These observant individuals might really be ISB or COMPNOR agents under cover, local law enforcement officers, diligent civil servants, or minor functionaries of local government seeking to improve their stature. Attentive heroes constantly ask themselves if anyone's following them when they go out in public. Is that businessman the same person as the technician who followed their route yesterday, just in a different set of clothes? Where might well-placed security sensors monitor traffic along a busy boulevard or plaza? Savvy heroes can take countermeasures to help ensure that nobody's following them in public.

Rather than constantly peering over their shoulders, they can stop in front of shop windows to see who's behind them. They could disappear into a store or some other public place and slip out the back. Taking multiple forms of public transportation might help to shake someone who was tailing them. The heroes can never exercise too much caution in making sure they're not followed, especially when they head from a public place toward the hidden facility that supports their resistance activities.

Shady Offer

Whether in public or private, the heroes must closely examine any form of contact people might use when offering to aid them. They might receive an innocent-seeming offer from someone who has access to restricted supplies, useful communications equipment, medical facilities, vehicles and starships, or even vital intelligence pertinent to their current objective. In their excitement to accept help for their cause, they might fall into an Imperial trap intended to ferret out and capture insurgents, or even an elaborately set ambush specifically set to capture them. A fellow who offers to sell them a used landspeeder for a good price could start asking more sensitive questions about where they live, how they earn their credits, what they intend to do with the speeder, and what other, possibly illegal, goods he might try obtaining for them. Even an acquaintance the heroes have come to trust could suddenly have reason to betray them through an offer of aid; the authorities might have recently trumped up some evidence blackmailing that individual, or might be threatening harm to an imprisoned friend or family member in order to induce that person to lure the heroes into a trap.

Suspicion of the Force

Jedi who are fleeing the galaxywide purge engineered by Vader and his minions must take particular care to mask their true nature. Once proud defenders of peace and justice throughout the galaxy, they must now set aside their pride and arrogance and lurk in the shadows, ever watchful for those seeking to betray them. No longer can they afford to attempt fighting injustice with the authority of the Jedi Council behind them, nor can they even speak out without attracting attention. Where they once stood out as bold defenders and astute arbitrators, they must now blend in with the rest of the galaxy's populace, lest their righteous attitude and bearing reveal their true identity.

When a Jedi might encounter anyone outside her immediate sphere of comrades, she must make sure her lightsaber is concealed. Some simply hide their weapons in a safe place in or near their base of operations. Vehicles offer many places to hide a lightsaber—inside maintenance panels or storage hatches, under control consoles, stuffed between seat and bunk cushions—where one can easily grab it from in times of trouble. Others prefer having it on hand if an emergency arises; they conceal the weapon somewhere in the voluminous folds of their robes and capes, or in their gear bag or other accessory.



Displaying the trappings of the Order can betray a Jedi in hiding. Jedi must adopt the more practical dress of everyday citizens, lest they stand out among the crowd. Anyone who quotes Jedi wisdom or speaks of the Jedi Knights in a favorable manner comes under suspicion from those who believe the lies Palpatine has spread about the Jedi Council's treachery and its role in the Republic's decline. Even reading Jedi writings or spreading Jedi teachings remains forbidden.

Jedi who use Force powers in public should take care to employ only those powers whose activation and effects remain subtle enough to avoid casual notice, such as *farseeing* and *mind trick*. Jedi cannot easily conceal the use of

some Force powers, including *Force disarm, Force grip, Force lightning, Force slam, Force thrust, move object, negate energy,* and, in most cases, *surge.*

Any open indication that a hero is or was a Jedi Knight immediately arouses suspicion. Subtle uses of the Force might go unnoticed, but the more overt the effect of a Force power, or the presence or use of a lightsaber, the more severe a reaction the Jedi provokes. The obvious presence of a Jedi immediately causes alarm among most citizens and retaliation from law enforcement, security, and Imperial military personnel. Local and even corporate security forces fear Jedi so much that they often evacuate the area of civilians and cordon it off, trying to trap the Jedi before more experienced bounty hunters or Imperial forces can show up to deal with the threat. Assuming that the Jedi escapes a situation when her presence causes an incident, she must be wary as Imperial troopers, bounty hunters, and agents of the Inquisitorius soon descend on the site to search for leads in the persistent hunt to eradicate the last vestiges of the Jedi Knights.

Imperial Intrusiveness

During the Dark Times, the citizens of the galaxy become more accustomed to checkpoints, inspections, and general Imperial interference in all aspects of life. Customs inspectors scrutinize passengers on starships, as well as freighter pilots and their crews; they examine personal identification and baggage, cargo, freight manifests, and official vessel operating permits.

Most inspections occur at the point where one boards or disembarks from a vessel: a starport docking gate, a landing bay, or a security checkpoint leading to such an area. Sometimes an Imperial craft on patrol or blockade duty docks directly with a ship and conducts a boarding action to carry out a customs inspection.

On most worlds loyal to the Empire, local law enforcement conducts customs inspections with the same degree of efficiency and inflexibility as its Imperial counterpart. In many cases, Imperial agents oversee or consult on local customs actions to represent Imperial interests and offer guidance in dealing with those who would flaunt the law.

People passing through a customs inspection must show their identification (checked through planetary and Imperial databases) and offer their personal belongings for examination, including any items in their pockets, gear bags, or any other container they carry. Expensive personal items and bulk cargoes are subject to tariffs usually amounting to a percentage of their original value; depending on the degree of oppression the Empire exercises in an area, this tax could range from five to twenty-five percent. Customs agents usually conduct inspections of freighters and cargo areas to ensure that what's listed on the cargo manifest matches what they find in the hold.

Getting caught in an Imperial customs inspection carries a great risk of imprisonment (see "Imprisoned by the Empire," below, for details). The penalty for infractions depends on whether local or Imperial agents conduct the inspection, how stringently laws are enforced in the area, and how seriously the subject reacts to criminal charges. Agents can arrest people for any number of legitimate or fabricated charges: carrying illegal or restricted goods (weapons, narcotics, or suspected intelligence data); using false identification; falsifying a cargo manifest; or having improper or outdated starship permits. Also subject to immediate arrest are wanted criminals, those suspected of being insurgents, those who actively seek to avoid an inspection, and anyone who openly criticizes or questions the Empire's right to such an invasion of privacy.

Imprisoned by the Empire

People arrested by Imperial forces can find themselves in detention facilities, the severity of which corresponds to the Empire's perception of their crime.

Few detainees escape some form of initial interrogation before they're summarily sentenced to some term of incarceration. This questioning seeks to determine their true identity, the purpose behind their criminal activities, any accomplices who should also be arrested, and any hints of larger plots against local or Imperial objectives.

In the early days of the Dark Times, as the Empire quickly extends its control over hundreds of systems, hastily erected prison camps process those rounded up in large raids or police actions against protesting crowds. This impresses other citizens with the Empire's diligence in rounding up both criminal troublemakers and potential insurgents. It also enables ISB personnel to compile lists of potential agitators in case of future disturbances. For most citizens, incarceration in a makeshift camp for a few weeks cures them of any future ideas of resisting Imperial control.

Those who are arrested for minor infractions and don't show evidence of treasonous intent usually find themselves in regional detention centers. On worlds with any Imperial presence, those forces maintain criminal processing facilities usually attached to the Imperial garrison. Here they separate the dangerous criminals, traitors, and insurgents from the petty lawbreakers. In the most minor cases, Imperial forces turn prisoners over to local law enforcement for incarceration in regional jails along with other petty criminals and miscreants.

Most sectors host a regional prison on the central administrative world, though some clusters of systems also provide such facilities. These regional Imperial prisons house the majority of criminal offenders; sometimes they also hold captured resistance fighters who might have some future value in tracking down other insurgents, connections to relay false information back to resistance cells, or usefulness when blackmailing or otherwise influencing friends and family to do the Empire's bidding.

Those suspected of acting as enemies of the Empire are subjected to lengthy interrogations to determine their true intent, known associates, and future plans, followed by a lengthy stay at any of several infamous Imperial

penal facilities, including the spice mines of Kessel and the penal colony on Despayre. The Empire uses these prisons as final dumping grounds for criminals and traitors, working them to death in harsh conditions to further support Imperial domination of the galaxy.

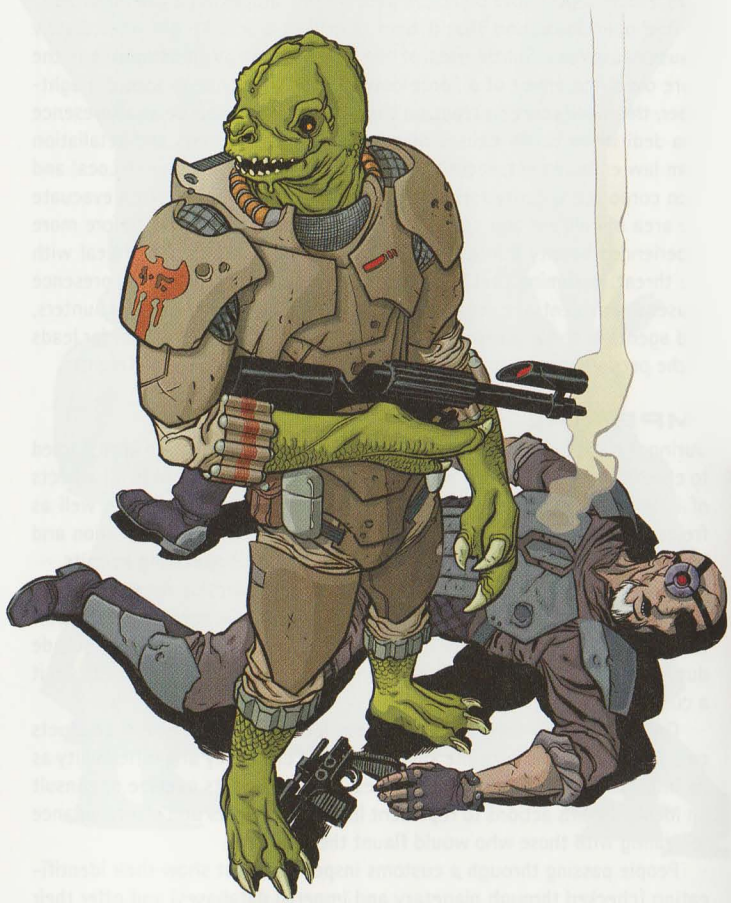
Escaping from an Imperial penal facility proves extremely difficult. At first the makeshift detention camps offer the easiest means of escape, since their hasty construction doesn't allow for many defenses and deterrents. Most average citizens incarcerated in such camps, however, grimly accept their fates, endure the petty injustices, and eventually obtain release. They have little reason to break out. Those imprisoned in more imposing facilities face a host of obstacles when seeking to escape: electrified fences, force-field gates, strict security protocols, patrolling sentries and probe droids, security monitors, underground sensors, speeder and starship patrols, and an array of unscalable walls and code-sealed hatches. Those brave and lucky heroes who manage to escape from Imperial captivity then face the challenge of evading pursuit forces and bounty hunters who persistently track them down to capture or kill them.

Bounty Hunters

Bounty hunters and mercenaries grow in numbers and influence during the Dark Times as they feed off the corruption and injustice that oppressive Imperial policies create.

The Clone Wars leave many systems in chaos. Ordnance remains strewn about in wreckage and on battlefields. Many trained soldiers, particularly from the Separatists, find themselves with no useful profession in the Empire's New Order. Those who had been serving with security forces usurped by Imperial occupation troops choose between finding new careers or using their expertise in some other military field. Aliens faced with deportation, imprisonment, or slavery take up arms and fend for themselves in one of the few acceptable fringe occupations available to their kind. These conditions help to form a base of bounty hunters and mercenaries who pursue their own selfish agendas (greed, revenge, carnage) in the guise of hunting down galactic criminals.

When law enforcement officials at any level—local, sectorwide, or Imperial—seek assistance in apprehending or eliminating an individual wanted for a crime (justifiably or otherwise), they post a warrant at security centers, in newsnet broadcasts, and on information terminals in public places. Bounty hunters regularly monitor these venues for new targets. Some maintain a professional rapport with area security forces and receive warrants before they become publicly released. A few bounty hunter guilds exist in various places that work with law enforcement to distribute warrant notices among their memberships to increase the opportunity for a capture (and a nominal share of the bounty). Occasionally security forces—and particularly the Empire—actively hire bounty hunters to track down the more dangerous and elusive enemies, freeing up Imperial forces for actions of a more military nature.



Bounty hunters operate in a number of ways. Some work established and familiar territories—a particular system, sector, or region—while others seek the most dangerous prey, pursuing criminals across the galaxy. Loners go off on their own, relying on their independence and personal contacts for support. Others band together in loosely knit groups, though by nature they rarely trust each other.

Individual bounty hunters vary in equipment, weapons, and method. A few subtle ones track their targets quietly under the cover of some more benign

identity. Some have such notorious reputations that they cannot effectively operate under cover; in these cases they use intimidation to gather information and hunt down their bounties.

Those who have an active bounty on their heads must maintain a higher level of paranoia than usual. Most local and Imperial law enforcement units have responsibility for entire populations, but bounty hunters care only about apprehending or eliminating a few individuals. Targets must take greater care in their movements, possibly abandoning familiar territory or avoiding contact with resources used in the past, lest their trail attract attention. It's easy to evade well-armored, weapon-toting bounty hunters whose gruff attitudes and hulking silhouettes cut a path through more civilized crowds. But even these toughs prepare elaborate traps as devious as those meticulously constructed by hunters who work under cover. Even more than usual, the heroes must question everything they rely on and remain on guard for betrayal at every moment.

Adventure: Round-Up on Salliche

Upon announcing his New Order, Palpatine immediately seeks to solidify his hold on systems vital to the Empire's survival. Imperial forces spearheaded by ISB agents descend on Salliche, an agricultural planet that supports many neighboring Core Worlds with its abundant crops and efficient harvesting corporation.

Although Imperial military units quickly deploy to key residential, commercial, and transport centers, undercover agents set traps to cull potential malcontents and future political troublemakers out of the general population of disgruntled laborers and transient travelers. Palpatine intends to make sure the Core Worlds—and, more important, his military personnel deploying to key trouble spots throughout the galaxy—continue to receive food stores from Salliche.

This adventure serves as a starting point for a *Force Unleashed* campaign. If the heroes previously met and decided to band together, they can dive right into the action as a team of freedom fighters intent on opposing the Empire. The Gamemaster can use the introductory setup and opening encounter to bring together heroes who have yet to meet, forging them into a team by experiencing a common incident of Imperial treachery that galvanizes them into action.

Each hero—individually or as a group—hears of a meeting of sympathetic citizens disgruntled by the sudden change in galactic government and the Empire's military presence on this formerly quiet, industrious Core World. Rumors claim Graaf Savraan, a noble relative of Salliche's governor who is critical of Palpatine's rise to power and his actions during the Clone Wars, backs the meeting; he has a solid base of resources on Salliche, enough to establish his own resistance group if necessary. The heroes might have picked up gossip at a local club, seen graffiti scratched into a wall or sprayed in an alley, overheard some reliable people talking in public, or noticed a small advertisement flashed across a news ticker. All these clues point to a meeting at Docking Bay 723, an abandoned landing bay in an unused corner of Salliche's starport . . . where Imperial forces wait to ambush and arrest them. Some might walk into the trap, while more cautious heroes might watch and try to help fleeing fugitives escape from hiding places nearby.

The heroes then follow the guarded caravan of speeder trucks as Imperial forces transport imprisoned dissenters away from the starport and into the countryside. After predicting that the prisoners are heading out to the Graaf's rural estate, the heroes prepare an ambush at a suitable location. Any heroes who fell into the trap at the docking bay have a chance to try breaking out of the secure speeder truck's passenger bay during the commotion.

Whether or not the heroes successfully ambush the prisoner transport caravan, they can proceed to the remote country estate. Imperial forces have hastily converted the main house and surrounding grounds into a fenced detention camp for processing citizens suspected of surreptitiously opposing the New Order. The heroes must reconnoiter the defenses and plan a breakout for as many prisoners as they can . . . each of whom might serve as a vital member in their growing resistance movement.

"Bounty hunters. We don't need their scum."

— Admiral Piett

Docking Bay Ambush

Challenge Level 4

SETUP: The heroes should decide before this encounter whether they have any suspicions that this meeting might be a trap. They can enter Docking Bay 723 and wait for the Graaf to meet with a crowd of other dissenters, or they might check out the area and find a place from which to observe the gathering without actually getting involved. If they join the crowd, the action starts with them inside the confines of the docking bay amid the other people. If they act warily, they could station themselves anywhere nearby with a good view of the bay entrance: inside the abandoned buildings across the street, on an adjacent rooftop, or around a corner in an alley.

Read-Aloud Text

Just as the heroes settle in—either mingling with the crowd or hidden elsewhere—the Graaf emerges from his waiting place in the docking bay's control office and sets the trap in motion.

The door to the docking bay's control booth opens and out steps Graaf Savraan. "Greetings, fellow citizens of Salliche and honored visitors to our planet," he announces. "Gather round, for today we embark on a desperate journey to free this world, and perhaps many others, from the growing Imperial tyranny." The throng of dissenters coalesces from various groups hanging around the abandoned docking bay, everyone focusing on the regally dressed, charismatic figure of the Graaf. Suddenly several sealed doors in the bay burst open and Imperial troops stream out, weapons raised, and order everyone to surrender. "Everyone take cover!" the Graaf shouts. He pulls out his blaster pistol and dives for cover, ready for a fight.

The Graaf

The man calling himself the Graaf is actually an agent of the Imperial Security Bureau. This field agent has been put in place to lure dissenters into an ambush, and though he maintains the illusion throughout the encounter, some savvy heroes might note the deception and realize that the impostor is part of the Imperial trap.

"The Graaf" **CL 4**
Medium Human nonheroic 3/scout 3
Force 2; **Dark Side** 4
Init +5; **Senses** Perception +8
Languages Basic, High Galactic

Defenses Ref 15 (flat-footed 13), Fort 13, Will 11
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; Grp +4
Atk Options Point Blank Shot, Precise Shot
Special Actions Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 10, Cha 12
Talents Acute Senses, Improved Stealth
Feats Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Endurance +9, Gather Information +14, Perception +8 (can reroll, must take second result), Persuasion +9, Stealth +9 (can reroll, must take second result)
Possessions blaster pistol, street clothes

Imperial Tactics

The Imperial stormtroopers have orders to capture anyone gathered in the docking bay, whether or not they really believe they're meeting with Graaf Savraan to talk about opposing the Empire. They unseal the previously locked doors and quickly move in from their hiding places in the warehouses on each side of the bay and the nearby office. They move on the dissenters from every vantage point, blasting away with their weapons set on stun.

Since they intend to overwhelm the crowd—and the heroes—send three stormtroopers into the docking bay for each hero attending the meeting. The ISB doesn't underestimate the danger these dissidents pose to the maintenance of order on Salliche, so they also keep a reserve of three more stormtroopers per hero just outside the main docking bay entrance (they move here from their hiding places in the run-down office); several patrols might also lurk in nearby alleys to pose as obstacles to anyone who successfully manages to climb the high docking bay walls and drop down into the adjacent streets.

The stormtroopers are counting on the ISB field agent posing as the Graaf to distract the dissenters and cause them to focus on him as the troopers close the trap. When the ambush starts the "Graaf" stays in character by feigning surprise and alarm; he draws his blaster pistol and seeks cover while still keeping an eye on the gathered dissenters. The stormtroopers know he's an infiltrator (and in fact the mastermind behind the ambush setup), so they

avoid shooting him. The "Graaf" doesn't shoot until any dissenters (or heroes) gather with him behind cover, or someone suspects his complicity in the ambush. At this point he turns his blaster on the dissenters—setting it to stun to ensure their capture.

The stormtroopers react to anyone nearby who interferes with the ambush. Cautious heroes who decide to observe the dissenters' meeting with the Graaf from afar might stage their own counterambush or even take some random potshots at stormtroopers closing in on the docking bay. As soon as they realize that a third party seems intent on harassing their police action, they detail two troopers per hero to take up defensive positions and engage the heroes with blaster fire.

Stormtrooper **CL 1**
Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

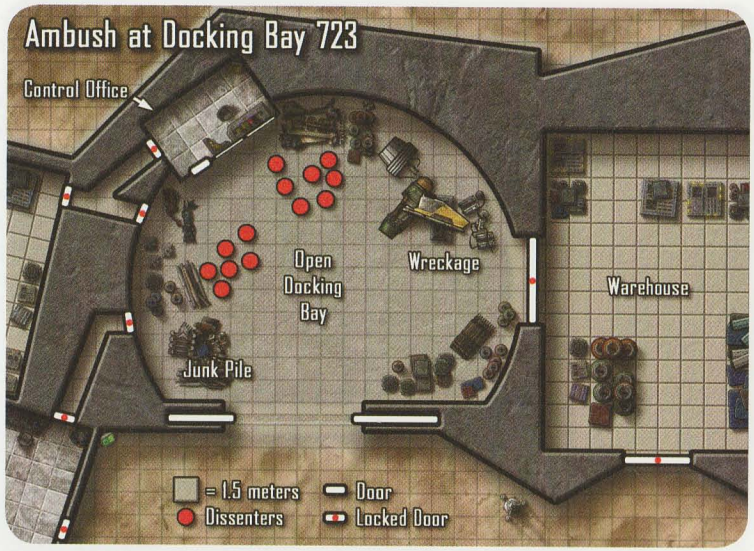
Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Conclusion

When the fight dies down, two speeder trucks swiftly pull up to the docking bay entrance with a stormtrooper escort. The troopers herd anyone who surrendered into the trucks—relieving them of weapons, comlinks, and other useful equipment—then pick up anyone who's stunned and throw them inside, too. Any heroes subdued during the docking bay ambush find themselves inside a speeder truck with the rest of the prisoners. Those cautious enough to observe the ambush from afar—even if they tried to intervene and escaped into the labyrinthine streets of the ramshackle starport sector—scramble to find transport and follow the prison convoy out of the city and into the countryside.



Features of the Area

ISB agents have converted the dilapidated docking bay into an effective trap. The walls of the circular landing area rise 12 meters to help deflect the blasts from incoming and outgoing starships. Although the sheer surfaces consist of rough stone, heroes must make DC 25 Climb checks to surmount this high wall and reach the flat roof that connects the bay with the adjacent warehouses and a run-down office.

Enough wreckage and debris remains along the docking bay walls to obscure some of the locked hatchways leading to other areas, though these might also provide cover for anyone evading the ambush.

Most doors leading to areas in which the Imperial troops wait remain sealed, including main doors to both warehouses and the smaller hatches allowing access along narrow corridors. Trying to open any of the sealed doors requires a DC 25 Mechanics check, though by the time the hatch opens, the heroes find themselves directly in the path of the Imperial ambush.

Prisoner Convoy

Challenge Level 6

SETUP: The heroes determine that the prisoner convoy follows a route out into the countryside toward the rural estate of Graaf Savraan. Scouting ahead, they find a portion of the road ideal for an ambush; a light wood with two boulders provides some cover on one side, with rocky hills on the other offering a height advantage and partial cover. Allow the players to decide beforehand where to position their characters in staging their own ambush.

Read-Aloud Text

Allow the players to discuss their ambush tactics briefly before the convoy arrives.

The whine of repulsorlift engines grows as several vehicles approach your positions. The Imperial prisoner convoy rounds a bend in the road and comes into view. An armed landspeeder escort appears first, followed by two speeder trucks, with three biker scouts taking up the rear. As the vehicles come around the curve, they slowly accelerate toward the straightaway just beyond your position.

The heroes should all make Stealth checks against the Perception modifier (+10) of the lead drivers in the armed landspeeder escort; if they succeed, their ambush catches those in the convoy—the drivers in the armed landspeeder escort and speeder trucks as well as the three biker scouts—flat-footed, and the heroes get to attack during an initial surprise round.

Convoy Vehicles

The lead escort vehicle looks like a used SoroSuub landspeeder hastily modified with an enclosed operator cabin for the driver and passenger and a remote laser cannon mounted on the forward fuselage.

The speeder trucks have no armament. Like the modified landspeeder, they fully enclose their passengers and crew; use the landspeeder statistics—without the weapon—if the speeder trucks become involved in the fight. Use the statistics for the Aratech 74-Z speeder bike (below) for the three biker scouts bringing up the rear of the convoy.

Modified SoroSuub X-34 Speeder Escort **CL 3**
Large ground vehicle (speeder)
Init +3; **Senses** Perception +3

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 24

Speed 12 squares (max. velocity 330 km/h)
Ranged laser cannon +7 (see below)
Fighting Space 2×2; **Cover** total
Base Atk +5; **Grp** +15
Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +3, Pilot +14

Crew 1 (expert); **Passengers** 1
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 13,550 (3,500 used)

Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

Aratech 74-Z Speeder Bike **CL 4**
Large ground vehicle (speeder)
Init +14; **Senses** Perception +8

Defense Ref 16 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 500 km/h)
Ranged laser cannon +7 (see below)
Fighting Space 2×2; **Cover** none
Base Atk +5; **Grp** +14
Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con —, Int 14
Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14

Crew 1 (expert); **Passengers** 1
Cargo 3 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 6,750 (1,200 used)

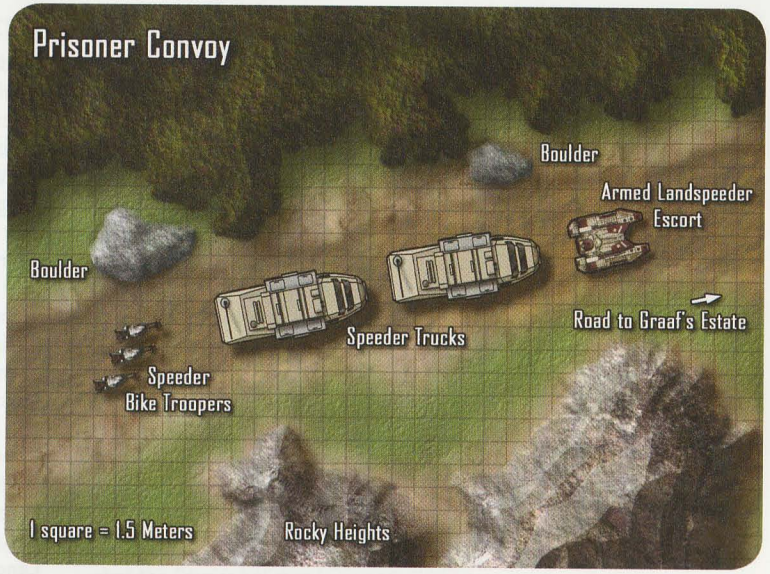
Laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10

Escort Tactics

When the heroes open fire (whether or not they catch the convoy flat-footed), the Imperial drivers fall back on their training for such scenarios. The escort speeder pulls to one side of the road where it can target the heaviest fire coming from the heroes. This also allows the two speeder trucks to race through the clearing and down the road, away from danger. The heavy repulsorlift craft have a low operational ceiling, so they can't fly over obstacles higher than 2 meters that block the road; fallen trees from the woods or a small landslide blasted from the rocky heights would do the trick.

The three speeder bikes pose the greatest challenge to the heroes. Once they make sure the speeder trucks escape, they gain altitude and circle the area to spot where targets are hiding. They dive down and strafe these locations from above, negating most of the cover benefits.

Ensuring the safety and escape for the two speeder trucks remains the primary mission for the escort landspeeder and speeder bikes. Eliminating any resistance once the prisoner transports get away has secondary priority. The scout troopers and escort speeder return fire to keep the heroes at bay, but don't pursue them if they flee. If the heroes emerge from cover, the Imperial troops take full advantage and continue the attack. After a few rounds the speeders move off in the direction of the speeder trucks, though they probably called in reinforcements.



Imprisoned Heroes

Any heroes who were stunned and captured in the ambush at Docking Bay 723 start this encounter inside one of the two speeder trucks. The prisoners sit on benches inside the main passenger area; they aren't individually restrained, but the side entry hatch remains sealed from the outside. The driver and guard—both scout troopers—sit in the forward control cabin sealed off from the prisoners, so the heroes can scheme to escape even before their friends ambush the convoy. Prying open a bulkhead panel and short-circuiting the door controls from the inside requires a DC 20 Mechanics check. If they manage to open the hatch while the convoy is still in transit, they (and the rest of the escaping prisoners) can jump from the moving speeder truck and run for cover in the woods. If they wait for the ambush, however, they can try escaping when the speeder trucks momentarily slow down (or halt entirely if the heroes manage to block the road) and the escorts are busy hunting down their attackers.

Features of the Area

The woods offer heroes cover (+5 to Reflex Defense) as long as they remain within the trees and low underbrush. The two boulders alongside the road offer improved cover (+10 to Reflex Defense) to those firing around or over them at Imperial forces. Although the rough ground of the rocky heights offers only some cover, it also provides a higher vantage point from which to attack. Anyone moving out of the woods, from behind the boulders, or down from the rocky heights loses any bonuses from cover; heroes must leave cover to reach any vehicles on the road, such as a halted or disabled speeder truck.

Conclusion

After the convoy and escorts move off, the heroes can gather any freed prisoners, return to their vehicles, and continue down the road to discover where Imperial forces are taking captured dissenters. They'd better hurry, though, since the troopers driving the convoy followed standard protocol, reported the attack, and called for reinforcements to mop up any resistance.

At the Graaf's Pleasure

Challenge Level 7

SETUP: The heroes follow the road and escaping remnants of the prisoner convoy to the rural estate of Graaf Savraan. Imperial forces have surrounded the manor house and grounds with a fence, guard towers, and support buildings to serve as a detention camp. Allow the heroes to position themselves in the nearby forest and rocky hills to survey the area and launch a rescue attempt.

Read-Aloud Text

The players should describe how their heroes approach the prison camp and from what position they reconnoiter the Imperial installation.

Imperial forces have established a makeshift prison camp on what was formerly Graaf Savraan's country estate. The sprawling mansion and surrounding grounds now lie within a hastily erected wire fence—probably electrified—with guard towers at each corner and one by an opening that functions as the gate (no doubt it seals with some kind of lethal force field). About 40 prisoners mill around the estate's enclosed grounds awaiting their fate. Most lounge on the grass, some pace pensively, and a few gather in angry clusters for heated discussions.

Several support structures stand outside the guarded enclosure. Two prefab barracks provide shelter for the guards, while a metal-walled shack with a roof bristling with communications antennae serves as a command post. A cleared area outlined by blinking guide lights serves as a landing zone for transport craft, though nothing occupies the space at the moment.

Observing the patrol routine for a few minutes reveals that several pairs of stormtroopers march along the fence's outer perimeter while others mount a fixed guard at key locations. Lone stormtroopers in each of the 7-meter-tall sentry towers keep an eye on the prisoners and the fence, ready to fire at anyone with light repeating blasters.

The compound's major weakness appears to come from the incomplete perimeter fence. Posts support the wires only a few meters into the estate's pond, leaving a gap someone might swim through to reach the prisoners or escape.

Sentry Tactics

The detention camp's complement of guards consists of 16 stormtroopers: 10 in pairs on patrol or at duty posts and one in each of the sentry towers. A lone Imperial officer works in the command shack. They remain at their posts and patrol routes unless they notice suspicious activity or come under attack.

When fighting breaks out, stormtroopers on patrol immediately move to charge any threat. Those troopers standing guard at stationary posts hold their positions, but take cover and return fire as necessary. Guards in the sentry towers swing their light repeating blasters into action, assuming they have line of sight to attacking heroes. The Imperial officer emerges from the command bunker to direct the stormtroopers; he reacts defensively to any changes in attack strategy. They assume the prisoners remain neatly locked up inside the electrified enclosure unless they somehow escape and pose an actual combat threat.

Imperial Officer **CL 5**
Medium Human nonheroic 4/noble 3/officer 1
Force 2; **Dark Side** 5
Init +3; **Senses** Perception +10
Languages Basic, Bocce, Durese, High Galactic

Defenses Ref 15 (flat-footed 15), Fort 14, Will 18
hp 33; **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +6; **Grp** +6
Special Actions Born Leader, Coordinate +1, Trust

Abilities Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 14
Talents Born Leader, Coordinate, Trust
Feats Armor Proficiency (light), Linguist, Skill Focus (Persuasion), Skill Training (Deception), Skill Training (Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8
Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Stormtrooper CL 1
Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Features of the Area

The light woods and rocky hills offers heroes cover (+5 to Reflex Defense) as long as they remain within that terrain. They must cross open ground, however, to reach any of the detention camp buildings or the fence. They can fire around the barracks and command shack if they can reach them and use them as improved cover (+10 to Reflex Defense).

The guard towers stand 7 meters high, providing cover to the stormtroopers within. A ladder up the metal tube support structure allows access to the sentry box above. The fence deals 3d8 points of damage to anyone touching the wires. The lines are strung close enough to prevent anyone from slipping through no matter how nimble they are. Destroying one of the support pylons cuts the wires; felling two pylons cuts the power in between. The command shack contains controls for opening and shutting the force field gate and powering down the current charging the fence wires. Comm equipment allows transmissions to the Imperial installation in the nearest city as well as communications with all troopers and sentry towers on site.

The pond presents a natural obstacle that seems easy to swim across. But deep muck lurks beneath the shoreline that snares anyone trying to climb ashore or wade into deeper water to escape. Pulling oneself out of the muck—either back to shore or into open water—requires a DC 20 Strength check.

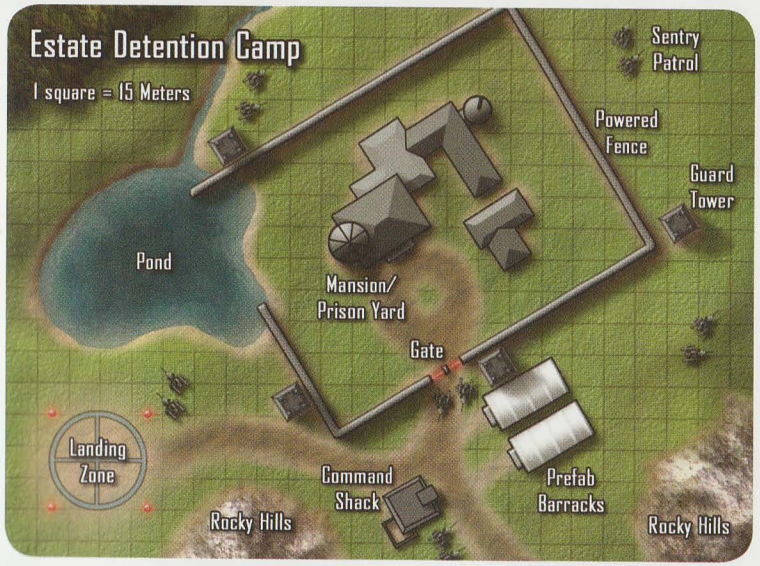
Imprisoned Heroes

Any heroes who were stunned and captured in the ambush at Docking Bay 723 and failed to escape from the speeder trucks during the ambush find themselves deposited inside the perimeter fence at the beginning of this encounter. They can plan their own escape independent of their comrades' rescue attempt, though the attack offers an opportunity to execute it in the ensuing confusion. Assuming they can convince their fellow inmates to actively resist the Empire, the imprisoned heroes might find some allies willing to aid in their escape attempt and possibly assist future resistance efforts.

Conclusion

After the heroes help the prisoners escape they must quickly flee the area, using whatever transportation they can find to reach a safe haven. Even if they managed to take out all the Imperial personnel, the officer might have had time to send out a distress call. In any event, more transports arrive bringing fresh guards or new prisoners and quickly initiate operations to suppress what the Empire believes is an active resistance cell on Salliche.

If the heroes managed to rescue any prisoners, some might channel their resentment for the Empire into working for a resistance cell organized by the heroes.





Chapter IX
Galactic Gazetteer



Few planets in the galaxy escape the Empire's influence for very long after Palpatine declares his New Order.

Those just recovering from the ravages of the Clone Wars initially view the appearance of Imperial troops as a stabilizing influence. Others see Imperial interest in their affairs as a sign of galactic stability and a better economic connection with prosperous Core worlds.

The Empire follows no strict policies in subjugating worlds or leaving others alone with minimal supervision. Only generalizations exist, based on a planet's strategic or material value to Palpatine, its perceived loyalty to the New Order, the activity of insurgent groups, and the whims of local commanders and governors.

The Empire deals harshly with worlds Palpatine that perceives as threats, enslaving entire populations, such as the Wookiees of Kashyyyk, and conspiring to bring about the destruction of other populations. The devastation of Caamas by an "unknown enemy" shows how ruthlessly the Empire deals with even the most benign dissenters.

Planets that have assets vital to the Imperial military machine receive special attention. Some, such as Mon Calamari, unwillingly host a garrison that maintains martial law on the world to ensure continuous operation of essential industries. Others accept Imperial administrative control of key industries, such as the Bacta Cartels of Thyferra. A few, such as Muunilinst, Palpatine leaves alone, assured of their loyalty and dependent on their continued cooperation. As resistance grows throughout the galaxy, the Empire tightens its grip on many systems, revoking earlier freedoms in the name of greater security and Imperial authority.

Worlds loyal to the Empire experience changes that begin gradually and become frightfully apparent only as Imperial tyranny fragments the galaxy and sends it down a path toward civil war.

Planets of the Dark Times

This section provides a brief gazetteer detailing information on new or significant worlds in the Dark Times setting. It uses the same format as Chapter 13 of the Saga Edition core rulebook.

Caamas

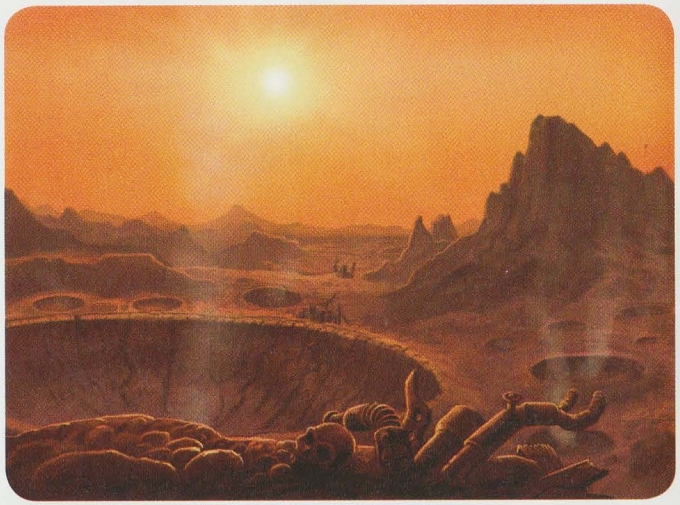
Region: Core
Climate: Temperate to arctic
Gravity: Standard
Moons: 0
Length of Day: 25 standard hours
Length of Year: 375 local days
Sapient Species: None (after Imperial orbital bombardment)
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC	RESULT
10	Shortly after the Clone Wars, the Empire bombarded Caamas's surface after the planet's extensive shield system was mysteriously disabled.
15	The wise, freethinking Caamasi were staunch supporters of the Republic, pacifists who became prominent scholars and nobles with a deep sense of ethics.
20	Several years after the destruction of Caamas, a meteor hit the planet and carved a massive crater in the surface.
25	Legends claim that the earliest Jedi Knights came to Caamas, establishing a temple as the center for their studies of ethics and exercises to train their moral consciences.

Knowledge (Life Sciences)

DC	RESULT
10	An attack by the Empire damaged the planet's ecology to such a great extent that visitors must wear breath masks to survive on its surface.
15	Most animal and plant life died in the aftermath of the attack on Caamas.
20	Debris clouds floating through the atmosphere wreak havoc on the planet's climate. Erosion and dust storms make travel on the surface or in the atmosphere extremely hazardous.



CAAMAS

Knowledge (Social Sciences)

DC	RESULT
10	Caamas was once home to the Caamasi people, but a devastating attack by the Empire forced survivors to flee to refugee camps on various worlds throughout the galaxy.
15	A handful of survivors have begun corresponding and forming a group intent on returning to their homeworld to research ways to bring back the planet's natural ecology.

Callos

Region: Outer Rim
Climate: Arctic
Gravity: Standard
Moons: 3
Length of Day: 29 standard hours
Length of Year: 296 local days
Sapient Species: None (after Imperial orbital bombardment)
Government: None
Capital: None
Major Exports: None
Major Imports: None

Knowledge (Galactic Lore)

DC	RESULT
10	Imperial forces led by Juno Eclipse assaulted the planet after the Empire discovered evidence that the Callosians were developing a new offensive technology intended to oppose those who were spreading the New Order.
15	The Imperial bombardment destroyed much of the planet's lush surface and sent the formerly fertile environment into a permanent winter that killed anything that survived the initial assault. Though the atmosphere remains breathable, incessant ice storms and subfreezing temperatures prevent any permanent habitation.
20	Callosians who were away from the planet at the time of the bombardment defied logic and returned to their devastated homeworld, presumably to die.
25	Imperial surveys that returned later found no life signs on the planet's surface and no evidence of survivor enclaves.

Knowledge (Social Sciences)

DC	RESULT
10	The reclusive Callosians developed a sophisticated culture centered on a lifestyle of scholarship and philosophy.
15	Callos remained neutral during the Clone Wars and rebuffed representatives from both the Republic and the Separatists to support their causes.
20	Small groups of Callosians left their homeworld at various times throughout history to learn about the greater galaxy, and until the planet's destruction they always returned to share their knowledge with their society.

Despayre

Region: Outer Rim
Climate: Tropical
Gravity: Standard
Moons: 1
Length of Day: 26 standard hours
Length of Year: 368 local days
Sapient Species: 60% Wookiee, 20% Mon Calamari, 10% Human, 10% other species
Government: Imperial governor
Capital: none
Major Exports: Starships
Major Imports: Slaves, starship components

Knowledge (Bureaucracy)

DC	RESULT
10	The Imperial Navy severely restricts starship traffic in the Despayre system; only official military vessels, prison ships, and armed commercial freighters from corporations supplying starship components can enter.
15	Separate governing administrations operate the surface penal colony and the orbital stardock facilities, both managed by the Imperial Navy.
20	Overseers on the planet carefully screen slaves chosen to work in the orbital facilities.
25	The slaves working in the orbital stardocks consist primarily of imprisoned Wookiees and Mon Calamari who have starship construction expertise.

Knowledge (Galactic Lore)

DC	RESULT
10	Despayre serves as an infamous penal colony for numerous slave species, criminals, and political dissidents.
15	Most slaves on Despayre are Wookiees from Kashyyyk, prized for their great strength and endurance under the harsh labor conditions.
20	Prisoners work in vast factories that produce components used in the orbital shipyards that help fuel the Imperial military machine.
30	A small mining operation on the planet's crystalline moon Haroon works to extract several immense, specially cut crystals, presumably for a top-secret military project.

Felucia

Region: Outer Rim
Climate: Tropical
Gravity: Light (75% standard)
Moons: 2
Length of Day: 27 standard hours
Length of Year: 232 local days
Sapient Species: 75% Felucian (native), 10% Gossam, 5% Twi'lek, 10% Human
Government: Imperial governor
Capital: Kway Teow
Major Exports: Slaves, biotoxins, medicine
Major Imports: High-tech goods, foodstuffs

Knowledge (Galactic Lore)

DC RESULT

10 During the Clone Wars, Felucia was a major stronghold for the Separatists, particularly the Commerce Guild.

15 Since their defeat, Separatist remnants, including the planet's Gossam settlers, have taken shelter in small enclaves in the fungal wilderness, joining forces with the fugitive laborers, outlaws, and smugglers they formerly persecuted.

20 Imperial forces maintain a presence in Kway Teow primarily to gather Gossam slaves for export and to research biological agents taken from the diverse and abundant plant life.

25 During the Dark Times, the Jedi Shaak Ti and Maris Brood seek refuge here from Imperial Inquisitors.

Knowledge (Life Sciences)

DC RESULT

10 The humid fungus forests covering the world's surface glisten in the sun, creating a fantastic, multicolored landscape during the day. Most plants and animals on Felucia have adapted specialized defenses to protect them from each other, making them particularly hostile to offworlders.

15 Although the plant life synthesizes its own venoms delivered through spores, sap, gas, and thorns, the native Felucians, Gossam colonists, and Commerce Guild scientists all learned how to extract and enhance toxic biological elements for both poisons and medicines.

20 The deadly wildlife lurking on Felucia includes a Sarlacc and a subspecies of the dreaded rancor called the bull rancor.

25 The native Felucians have a degree of Force-sensitivity that primarily manifests itself through tribal shamans.

30 The Jedi apprentice Maris Brood, after hiding out on Felucia and turning to the dark side, corrupts several Felucian shamans and trains them to tap into the more sinister aspects of the Force.

New Plympto

Region: Core
Climate: Temperate to tropical
Gravity: Standard
Moons: 1
Length of Day: 18 standard hours
Length of Year: 244 local days
Sapient Species: 95% Nosaurian (native), 4% Human, 1% other species
Government: Imperial governor
Capital: Phemiss
Major Exports: Narcotics, raw materials
Major Imports: Weapons, high-tech goods

Knowledge (Galactic Lore)

DC RESULT

10 During the Clone Wars, New Plympto sided with the Separatists to resist Republic control over its resource harvesting policies.

15 When the New Order was established, the Imperial Procurator designated the planet as expendable and therefore subjected its natural resources to commercial exploitation and the Nosaurians to virtual enslavement.

20 An Imperial governor rules over New Plympto from a facility on the moon of Karsten that orbits the planet. Imperial forces razed much of the drifters' district in Phemiss to make room for well-guarded factories.

25 Dass Jennir, a Jedi leading clone forces on New Plympto, supposedly escaped Order 66 and went into hiding, remaining on the planet to later lead its resistance movement.

30 Corporate scientists on the Karsten Moon conduct experiments to synthesize the drug called ji rikknit from a few captive rikknit specimens, though their efforts so far have produced an inferior narcotic with harmful side effects.

Knowledge (Life Sciences)

DC RESULT

10 For many years the native Nosaurians harvested ovum sacks from the tree-dwelling rikknit and processed them into an addictive substance called ji rikknit.

15 Nosaurians "sing down the sun" when it sets, braying loudly for a moment and giving away their position. They find this instinct almost impossible to suppress.

20 Harvesting decimated the rikknit population so much that the species approached extinction. Attempts at breeding the creatures in captivity failed.

Knowledge (Tactics)

DC RESULT

15 The Hajial Chase, an old stretch of forest 400 kilometers inland from Phemiss, and the surrounding woodlands offer shelter to renegade Nosaurians.

20 Imperial forces rooting out local insurgents frequently begin operations shortly before sundown to exploit the Nosaurian instinct of "singing down the sun." The commotion produced by the creatures makes it easy to spot those that are hiding in ambush or escaping from raids.

Raxus Prime

Region: Outer Rim
Climate: Poisonous
Gravity: Standard
Moons: 1
Length of Day: 22 standard hours
Length of Year: 388 local days
Sapient Species: 40% Human, 37% Jawa, 20% Rodian, 3% other species
Government: Imperial governor
Capital: Central Station
Major Exports: Starships, starship components, industrial machinery, raw materials
Major Imports: Foodstuffs, high-tech goods

Knowledge (Galactic Lore)

DC RESULT

10 The highly industrialized planet Raxus Prime is covered with immense factories, sealed living habitats, streams of superheated runoff water, rough-hewn quarry pits, vast debris fields, and toxic lakes.

15 The Confederacy of Independent Systems first convened on Raxus Prime, and the planet later served as Count Dooku's personal fortress before the Clone Wars.

20 The Empire has constructed orbital facilities above the planet in which it builds Star Destroyers, using the planet's mineral and industrial resources.

25 Ancient secrets from the planet's role in the Great Sith War lurk deep beneath the industrially ravaged surface.

30 During the Dark Times, the Aleena Jedi Kazdan Paratus goes into hiding in Raxus Prime's warren of industrial facilities. The strain of the Clone Wars and the carnage of Order 66 send Paratus spiraling into insanity; he builds a replica of the Jedi Temple from debris gathered from an abandoned industrial quarter on Raxus Prime, and he holds council sessions there with "Jedi Masters" fashioned from debris and guarded by an army of animated junk droid sentries also constructed from junk.

Knowledge (Social Sciences)

DC RESULT

10 Most of Raxus Prime's residents live in sealed environments near the industrial facilities where they work. Tunnels connect living areas with work bays, storage hangars, and infrastructure units.

15 Before the Clone Wars, an entire Jawa clan was transported to Raxus Prime to operate and maintain the heavy machinery driving the planet's industries.

20 Refugees fleeing virtual enslavement at the hands of industrial and Imperial masters have established hidden enclaves deep in the mechanized bowels of factories.

Knowledge (Technology)

DC RESULT

15 The starship construction facilities orbiting Raxus Prime manufacture most heavy components for Star Destroyers—including finished hull plates, weapons systems, and superstructures—from the basic ores of the planet.

20 Huge chunks of mineral-rich rock are dislodged from deep mine quarries on the surface, then loaded into an immense ore cannon that propels them through the atmosphere and into orbit, from where they are delivered to refinery and fabrication factories.

25 Power for the massive ore cannon comes from a huge underground generator that draws residual energy from the planet's molten core.

Planetary Updates

Palpatine's New Order and the subsequent intrusion of the Empire in systems throughout the galaxy have imposed changes on many planets that formerly played important roles in the Republic and galactic history.

Alderaan

As a secret witness to Palpatine's ruthless elimination of his enemies, including the Jedi Knights, Bail Organa realizes that any open political or military opposition could bring Imperial retribution down upon his homeworld. The destruction caused by the Clone Wars and the tumult brought on by the New Order inspire the people of Alderaan to officially adopt pacifism as a political policy and way of life. To eliminate any perception that Alderaan might rearm itself, the government builds *Another Chance*, an immense armory ship loaded



ALDERAAN

with the planet's superweapons and defensive ordnance, and programs it to perpetually jump through hyperspace until recalled in some time of future crisis. Instead of resorting to military action to influence galactic events, Alderaan's people turn to more subtle, peaceful approaches. The planet's representatives to the Imperial Senate, much like their predecessors in the Republic Senate, quietly question, undermine, and oppose oppressive policies and aggressive action against innocent populations.

The people of Alderaan work hard to simultaneously establish and maintain their pacifist lifestyle while acting behind the scenes to weaken the Empire's grip on the galaxy. Organa becomes the leader of a well-masked, clandestine effort to quietly aid offworld resistance groups while maintaining the facade in the Imperial Senate that his world poses no threat to Palpatine's schemes. Rich nobles pool their wealth and send it to budding insurgent groups throughout the galaxy using convoluted banking protocols through financial institutions on Ralltiir and a few sympathetic trading houses on Brentaal (though an abortive attempt to move money through Muunilinst nearly exposes this plot). With the planet's military disbanded and its weapons sent off on *Another Chance*, former general Gavvix Sironna tutors several aides in guerrilla warfare tactics and sends them offworld to establish contact with resistance groups and in turn train their freedom fighters. Some individuals cannot abide Alderaan's recently adopted pacifist ways; they leave the planet to join more aggressive uprisings on other planets, though they take care to create new identities that provide no traces back to their homeworld.

Organa recruits one of Queen Amidala's former handmaidens, Sabé, to serve as a noble envoy traveling throughout the galaxy to covertly establish resistance cells, spread and collect valuable intelligence, and oversee material support to those who have the courage to oppose the Empire. Organa also maintains a watchful eye on events in the Senate and activities involving Imperial naval and intelligence forces that might jeopardize growing uprisings across the Empire. When he heard the ISB intended to arrest the Chandrilan Senator Mon Mothma for treason, Organa tipped her off so she could escape at the last minute.

Bail Organa could tolerate his planet's peaceful stance in galactic affairs for only so long, however, especially in the face of the Empire's growing power and treachery. Toward the end of the Dark Times, Organa resigns from the Imperial Senate, returns to Alderaan, and—outraged by continued Imperial atrocities—tries to reverse his homeworld's policy of pacifism to rally his people to join the increasingly open rebellion.

Bakura

Though not formally part of the Republic or the Empire forged by Palpatine's New Order, Bakura does not remain entirely free from Imperial influence during the Dark Times. During the Clone Wars, this Outer Rim world experienced an increase in population, industry, and economic prosperity as various groups immigrated to Bakura seeking new and profitable business opportunities. Some people came to Bakura to flee the upheaval caused by the Clone Wars, and others migrated here to escape what they viewed as the growing tyranny of a corrupt Empire. This growth helped the planet expand mining operations to three outer-system planets and Bakura's two moons; their success fueled the formation of a flourishing industry that manufactured repulsorlift coils and exported them to Imperial-controlled vehicle manufacturers such as Aratech, Ikas-Adno, and Mekuun. The initial migration and industrial prosperity in turn created more jobs for educated workers relocating to the system.

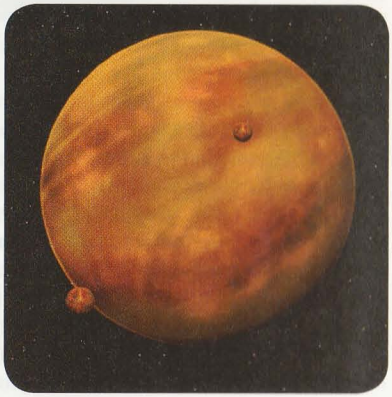
The Empire benefits from stability on Bakura and does not openly interfere with its government or industrial affairs. Even while maintaining this illusion of independence, the Empire sends ISB agents to infiltrate the corporate structures of both Arden Repulsorlift and Bakur RepulsorCorp to ensure the continuation of mining and manufacturing operations that supply repulsorlift components for Imperial military vessels. These operatives work with Bakurans who are loyal to Imperial interests in sustaining their cover and quietly eliminating any dissent as news of the Empire's tyranny in other regions of the galaxy filters back to the Outer Rim. More intelligent, free-thinking elements of the population begin questioning the Empire's motives and establish cells of responsible, loyal citizens to investigate and uncover secret Imperial involvement in local industries. These undercover groups expand their operations from simple inquiries to more active sabotage as they discover the extent of ISB infiltration into government and industrial

affairs. This movement doesn't evolve into a full-blown resistance during the Dark Times. (The Empire eventually sends a small occupation fleet to officially annex Bakura shortly after the Battle of Yavin, ensuring a steady flow of repulsorlift components to support the Imperial war machine and suppressing open dissent against its policies.)

Bespin

Tibanna gas mining operations on Bespin and visitors to Cloud City remain steady during the Dark Times. The planet's remote location and insignificant strategic value keep it well under the Empire's sensors.

The industrial facilities continue claiming that they mine Tibanna gas as a hyperdrive coolant to downplay their significance and fend off inquiries from the Mining Guild; most still supply spin-sealed Tibanna gas for the arms market through discreet shippers who transport and market it in other systems.



BESPIN

Cloud City's first-rate hotels, restaurants, and entertainment still attracts tourists from around the Outer Rim. Coupled with its industrial prosperity, Cloud City's success outshines that of other floating platforms, which fall into financial ruin (such as the abandoned Tibannopolis facility) or isolate themselves as independent, forgotten platforms.

During this turbulent era, Bespin serves as a haven for smugglers, resistance fighters, and political dissidents. But the people of Cloud City, and particularly the authorities, value their independence and neutrality. They remain wary of political refugees and militant subversives who use Bespin as a base for their resistance activities against the Empire, and they exert their influence to evict them when their operations threaten to draw unwanted attention to the planet. Those on the run from the Empire might find a temporary sanctuary on Cloud City, but they quickly wear out their welcome if they continue their subversive fight against galactic authority. Others on the fringe, however, such as the Bloodhawk Pirates and other criminal organizations, still operate with freedom as long as they don't attract any undue attention to Bespin.

Bestine IV

As the Empire spreads its military might throughout the galaxy—and as increasing resistance at all levels requires a greater show of strength—the Imperial Navy establishes support, deployment, and repair bases everywhere. Bestine IV falls victim to this military escalation, in part because of its central location in its portion of the Mid Rim. Many speculate that Palpatine chooses the world to punish its independent-minded citizens for joining the Separatists during the Clone Wars, albeit in a small support role as a medium-sized starship repair facility. Long known for their aquacultural and starship construction industries, the people of Bestine accept an offer from the Empire; Palpatine shows leniency for their role in the Clone Wars and promises to relocate the settlers to another suitable world in exchange for Imperial control over the planet and its surface shipyard. Most of the citizens abandon their island spire settlements or floating aquaculture installations, only to find themselves dumped in the galaxy's slums with no means of support.

A handful of Bestine citizens remain on their planet, clinging to life in island spires fortified against attack and in well-armed floating settlements. They operate beneath Imperial sensors, posing little threat despite their occasional raids on surface patrols. These renegades remain too weak to directly attack the expanded and well-defended Imperial shipyard. Heavy Imperial Navy traffic in the system prevents regular starfaring contact with the outside, but occasional blockade runners manage to fight their way to and from the planet. The outlaw Bestine settlements provide a breeding ground for resistance fighters and small bases for insurgent cells operating in the Mid Rim.

Bestine's expatriate population also helps to fuel resistance movements elsewhere on planets where those individuals resettled. Angered by the Empire's betrayal and their loss of an idyllic homeworld, many join underground political groups or resistance cells in other systems and devote their lives to fighting the Empire and freeing their homeworld.

Bothawui

The cagey Bothans—who manage to maintain their neutrality throughout the Clone Wars—broker a limited neutrality for Bothawui when the Empire comes into power. Although technically part of the Empire with representation in the Imperial Senate, Bothawui and many of its colonies remain relatively untouched by Imperial tyranny. Most of those colonies host a small Imperial garrison and a governor who acts as liaison between Bothan and Imperial administrations. Most Bothans keep to themselves in their domain of space, however, preferring to avoid Palpatine's preference for Human High Culture and the antialien prejudices it engenders. Spacefaring Bothans do leave their homeworld to conduct business and diplomacy, and a few enclaves exist in systems that tolerate their presence. Galactic citizens interacting with Bothans deem them as "civilized" aliens with some worth to society and therefore do not openly persecute them.

The Empire tolerates the Bothans primarily because of their extensive and experienced spynet. ISB agents stationed around Bothan space, near enclaves, and in the Imperial complex on Bothawui itself maintain a rigorous counterintelligence operation that monitors the organization's operations, intercepts its intelligence, and, in some cases, manipulates the spynet into acting unknowingly for the Empire's benefit. By leaving the Bothan spynet to its own devices, Palpatine keeps Bothawui a quiet, content, and somewhat marginalized world while gaining from the Bothans' naturally adept espionage activities.

Cerea

Cerea withdrew from the greater galaxy after having been ravaged in a month-long battle during the Clone Wars. The once-pristine world and its people were now scarred by the tragedy of warfare on a previously unprecedented scale. While Palpatine is declaring his New Order, the Cereans reconvene their Council of Elders, elect a new president to replace the one who was assassinated in the fighting, and vote to seclude themselves from galactic affairs. The Cereans begin rebuilding portions of their homeworld that were marred by war, rededicating their society to peaceful, harmonious existence, and insulating themselves from their nearest neighbors in the Mid Rim. Cereans throughout the galaxy return to their homeworld to support the reconstruction efforts. A handful of Cerean travelers return and spark a debate, arguing that although Cerea itself remains a paradise to treasure and protect, the Cereans themselves have a moral obligation. Their intellectual discourse falls on deaf ears as the president and the Council of Elders reject their arguments. These dissenters form the core of Cereans who remain in the galaxy throughout the Dark Times, taking a moral stand against the Empire's tyranny and aiding any resistance groups they find.

The Cereans gently evict those living in the Outsider Citadels, the only enclaves permitted to offworlders on the planet. Most leave peaceably when the Cereans cut off all trade, support, and diplomatic ties, leaving them to endure in the deteriorating cities with no economic reason to stay. Some disappear into the pristine Cerean wilderness, though nobody knows if they survive in the rural paradise or become prey to vengeful Cereans.

Few outsiders return to Cerea during the Dark Times. The Council of Elders creates a planetary defense force that maintains starship patrols in the system to discourage anyone—merchants seeking trade, smugglers looking for a haven or new market, even insurgents searching for allies and aid—from approaching. Imperial forces know enough to stay away, though Star Destroyers and garrisons in neighboring systems monitor traffic and keep a wary eye on the planet to ensure that it poses no threat to the Empire. Expatriate Cereans find a cold welcome; they are allowed to visit only briefly, lest their troubles and enemies follow them to the secluded paradise.

Chandrila

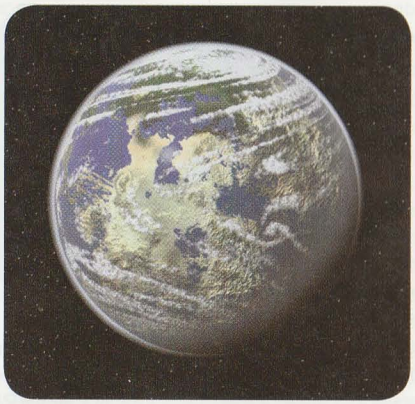
During the Dark Times, Chandrila remains a cooperative yet politically contentious Core World. It continually flirts with disaster as its outspoken and honest politicians voice their growing disapproval of Imperial policy despite a series of governors who tolerate the planet's heritage of political discourse. As a sign of respect for its longtime service to the Republic and its status as one of several key agricultural systems, the Imperial governors assigned to the planet allow the Chandrilans to retain their participatory democracy. They even allow the Chandrilan House, the world's governing body, to continue operating as before, with delegates opening and frankly debating the topics of the day. The Brionelle Academy, which trains officers for the planet's home defense fleet, remains in session at the governor's pleasure; Imperial military agents continue scouting its ranks for potential candidates to enroll in the Empire's academies elsewhere, though unbeknownst to them, recruiters for resistance movements throughout the Bormea sector also seek to lure trainees into their own ranks to fight the Empire. An Imperial garrison established in Hanna City, Chandrila's capital, ensures that the Empire maintains a military presence in the system.

The planet continues to serve as a haven from the industrialization of its neighboring worlds in the Bormea sector such as Corulag and Brentaal. The peaceful, idyllic planet continues maintaining its balanced ecosystem that encourages a burgeoning agricultural industry. Chandrila's candid political culture, however, eventually endangers its standing with the local Imperial administration and the Emperor himself. Later in the Dark Times, Chandrila's outspoken politicians bring trouble to the planet as they criticize Imperial policies and question Palpatine's rule. Mon Mothma's increasing condemnation of Imperial oppression and her covert involvement in growing resistance movements bring about her downfall in the Senate and her condemnation as a traitor of the Empire.

As Imperial tyranny increases throughout the galaxy, Chandrila becomes a recruiting ground for the resistance movements on nearby worlds. Responsible citizens start to use their connections and resources to aid those directly fighting the Empire, or they leave their privileged lives altogether to travel elsewhere and oppose injustice while avoiding any overt reprisals against their homeworld.

Corellia

By the time Palpatine declares his New Order, Corellia's descent into lawlessness is already under way. Diktat Dupas Thomree cuts a deal with the Emperor to largely keep Imperial forces out of the system and Corellian affairs in general. In return, the Diktat promises Palpatine to maintain production at the vital Corellian Engineering Corporation shipyards, pay taxes to the Empire, and politically support Palpatine's galactic policies. Corellia's populace—a naturally independent and daring bunch—erupts in protest.



CORELLIA

The Diktat and other Corellian leaders enforce law and order through the ubiquitous presence and diverse resources of the Corellian Security Force (CorSec). During the Dark Times, Corellia is a system constantly in flux between the law imposed by the Diktat and enforced by CorSec and the criminal forces that indulge the people's natural independence, recklessness, and bravado. The system runs rampant with smugglers, crime syndicates, and pirates who flaunt the law to make a profit or even undermine Corellian and Imperial rule. The dedicated members of CorSec—from patrols on the street and administrative clerks to para-military response units and intelligence operatives—work tirelessly to strike a balance between a resentful, defiant populace and the Empire's threat of direct occupation. Despite CorSec's best efforts, many criminals slip through the cracks, including the members of several resistance cells working on Corellia and in other systems.

The Empire still maintains a presence on Corellia, since Palpatine never truly trusts the Diktat to maintain his end of the bargain. An Imperial intelligence liaison and a small support staff openly work with CorSec personnel, overseeing operations, designating priorities, and analyzing the overall strategic situation in the constant fight to impose order on the lawless system. ISB and COMPNOR agents infiltrate many levels of Corellian society to maintain at the very least a watchful eye on activities in the system. Their intelligence aids CorSec in its efforts to stem crime and eliminate any resistance to Imperial or Diktat rule. On several occasions when the Corellian Engineering shipyards seem in immediate danger, the Imperial Navy assigns a squadron of warships to guard the orbital stardocks, an action that prompts a renewed round of protests from Corellian civilians.

CORULAG

This longtime and loyal supporter of its fellow Core Worlds shrewdly aligns itself with Senator Palpatine during his rise to power. Upon declaring the New Order, the Emperor rewards Corulag for its devotion by awarding many prominent citizens high-ranking posts in the new Imperial government and military bureaucracies. Palpatine also sponsors a new Imperial military academy on Corulag, second only to the principal Raithal academy. The general populace benefits from increased jobs at the new academy, opportunities in the Imperial Army and Navy that training at that site provides, and employment at new industries that find the planet to be an ideal and secure location for expanded facilities supporting the Imperial war machine.

Corulag's citizens oblige the Emperor by focusing their loyalty toward Coruscant, maintaining order in their system, and providing a secure location for such enterprises as the Corulag Academy and Sienar Fleet Systems' Advanced Research Division. Though they don't always indulge in the latest fashions from Coruscant, they realize that advocating the Emperor's policies and remaining loyal despite turmoil elsewhere in the galaxy ensures them a prominent place in the New Order.

As the Dark Times progress, Corulag builds several Imperial prison facilities to handle the growing number of criminals, aliens, political dissidents, and resistance fighters captured throughout the galaxy. Located in the dense and nearly impassible bamboo forests between Corulag's urban centers, these concealed facilities provide high-security incarceration with little chance for escape. If any prisoners manage to break out of these well-guarded prisons, they must navigate the thick bamboo forest and find some aid among a populace more likely to turn them in than aid them.

Despite the fanatic loyalty displayed by most citizens of Corulag, the planet does harbor a small and secretive resistance. A few morally conscientious individuals disagree with Palpatine's oppressive policies elsewhere in the galaxy, and do what little they can without compromising their own position or safety to support resistance efforts in the Bormea sector. The world's only center of underworld culture, Crullov City, is ruled by crime syndicates (and quite possibly the Hutts) that tolerate resistance operations only when they're conducted under the guise of criminal activity.

CORUSCANT

The Dark Times bring changes to Coruscant that remain discreetly overlooked, concealed, and forgotten due to the complacency of the planet's affluent Human population and its interest in maintaining the decadent status quo that was prominent on the world in the waning days of the Republic. Palpatine quietly sweeps away most vestiges of the Republic that interfered with his agenda, leaving the masses their upscale diversions, Human High Culture, and the illusion



CORUSCANT

that they still hold prominence in the galaxy. The once grand Jedi Temple remains closed by Imperial order, left to crumble over time as citizens politely ignore its presence. The Senate continues to meet, but the debate and legislation is weak and ineffectual. Stormtroopers, Imperial military personnel, ISB and COMPNOR officials, and self-important advisors to a number of important dignitaries linger everywhere, subtle but constant reminders of the Emperor's true power. Most citizens don't even care that Palpatine renames the planet Imperial Center.

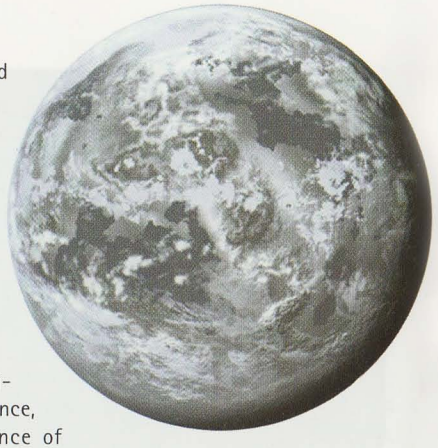
Real changes happen in the deeper levels beneath Coruscant's polished surface. Most aliens disappear from Coruscant society, enterprise, and politics. Many return to their homeworlds or colony enclaves elsewhere when it becomes clear that Palpatine's advocacy of Human High Culture really espouses a policy of alien persecution. Those who have vested interests on Coruscant—or those who don't have the means to emigrate—are herded into Alien Protection Zones walled off by ferrocrete barriers with perimeters patrolled by stormtroopers, the most infamous being the Invisible Sector, or Invisec. With little access to the outside, these ghettos become brutal breeding holes for criminal activities. Channels eventually open with contacts offworld that fuel this criminal economy and plunge the ghettos further into depravity and poverty.

Crime flourishes elsewhere on Coruscant, from the spires of the richest citizens to the deeper cesspits of commoners. Prince Xizor, head of the fabulously successful Xizor Transport Systems, maintains a palace in the heart of Imperial City, the covert hub of the vast Black Sun crime syndicate. Entire residential sectors in the lower levels breed petty criminals and underworld organizations that pursue their illegal activities on whatever scale they can achieve.

Despite conditions conducive to rebellion, few resistance movements on Coruscant become large or successful enough to even faze the general populace. Although a few cells form among conscientious aristocrats, politicians, and corporate executives, most draw from disaffected citizens and the persecuted alien population. Invisec in particular becomes a fertile recruiting ground for alien groups seeking to directly oppose Imperial tyranny, break out of their ghettos, and carry the fight to Coruscant's surface and beyond. Most adopt an anti-Human stance to attract more recruits and fuel their anger. Although political dissenters, alien activists, and resistance fighters from around the galaxy attempt to infiltrate Coruscant, deliver aid and inspiration to comrades in arms, and undermine the Empire at its core, the stranglehold of the Imperial military presence and the indifference of the privileged population stifle any significant insurgent activities.

ERIADU

A key industrial world in the Outer Rim, Eriadu continues its loyal support of the galactic government during the Dark Times. Its service as a forward base for Republic forces confronting the Separatists during the Clone Wars seemingly goes unrewarded until the Emperor places Wilhuff Tarkin in charge of the Seswenna sector. As a native of Eriadu with a long family history involved in the planet's affairs, Moff Tarkin establishes his administration on Eriadu and makes it the sector capital. The move takes advantage of the system's industrial, commercial, and strategic importance, and provides some semblance of Core Worlds culture for Imperial and noble representatives posted there from Coruscant.



ERIADU

Under Tarkin's rule, the planet's manufacturing grows, exports of technology increase, and corporations that have interests there thrive.

During this time, the planet continues on the oppressive course it had already charted before the Clone Wars. The gap widens between the privileged few and the downtrodden masses laboring in the factories and starports. The slave trade—previously ignored in the Outer Rim by the Republic—grows to fuel the need for more manual laborers, with the Empire officially promoting enslavement of numerous alien species and political prisoners. Sprawling industries consume land and natural resources, leaving in their wake ecological destruction and outdated, dilapidated facilities.

While the wealthy elite profess loyalty to the Emperor, the poor masses of workers and slaves chafe against the abuses heaped on them by their corporate-industrial masters and the constant Imperial military presence. Some who manage to escape join the sizable underground resistance movement operating from abandoned industrial facilities, burned-out habitation blocks, subterranean service tunnels, and factory junkyards. They are able to divert useful material resources without attracting too much attention. The immense volume of commercial starship traffic gives freedom fighters the ability to travel with relative ease between Eriadu and other destinations within the Seswenna sector and other major ports throughout the galaxy. The worker and slave population offers an overabundance of potential recruits who have various useful skills. Despite an industrial cityscape ideal for harboring an insurgent group and a populace waiting to rebel against its masters, the resistance leaders wisely conduct their campaign to undermine Imperial power on other worlds throughout the sector. Most fear brutal reprisals if they carry out sabotage on Eriadu's vast industries. Just as Eriadu serves as the sector capital for the Empire, it also serves as the nucleus for resistance operations throughout the Seswenna sector.

Kashyyyk

After the tumult of the Clone Wars, the Wookiees witnessed firsthand the Empire's brutality, first in the savage execution of Order 66—which targeted the very Jedi who aided Kashyyyk when Separatist forces invaded—and then in the subsequent enslavement of the Wookiee population. Influenced by the Wookiees' mortal enemies, the Trandoshans, Imperial forces systematically rounded up Wookiees and exported them across the galaxy as heavy laborers; many ended up on such infamous penal work colonies as Kessel and Despayre. Wookiee slaves became a commonplace sight throughout the Empire, one of the more notorious species victimized by Palpatine's policies promoting Human High Culture and advocating persecution of aliens.

To maintain a steady supply of Wookiee slaves for markets around the galaxy, the Empire established a well-fortified garrison in Kashyyyk's coastal region. Here Imperial troops conduct sorties into the savage jungles, braving the planet's diverse and deadly wildlife, to hunt down and capture Wookiees. For some Imperial officers and aristocrats, the pursuit becomes a fashionable diversion from their official duties. At times the governor contracts with other parties to capture Wookiees, including crime syndicates engaged in slaving activities and Trandoshan hunters eager to take revenge on their enemies and wreak havoc on Wookiee treetop settlements.

This systematic oppression drives many free and enslaved Wookiees to openly fight the Empire. Bands of Wookiees leave their settlements on Kashyyyk to brave the wild jungles and to ambush hunting parties. Little outside aid reaches these renegade groups, thanks to the Imperial blockade and the planet's savage wildlife. Given the Imperial patrols around the planet, few Wookiees freely leave their homeworld to join resistance groups. Enslaved Wookiees organize escapes from prison camps, work details, and penal colonies; those who succeed go into hiding underground, since their appearance and infamous reputation arouse attention and alarm local populations. Free Wookiees seek to establish their own effective resistance cells or make contact with those who can support their cause: the ultimate release of all enslaved Wookiees and the liberation of Kashyyyk.

Kessel

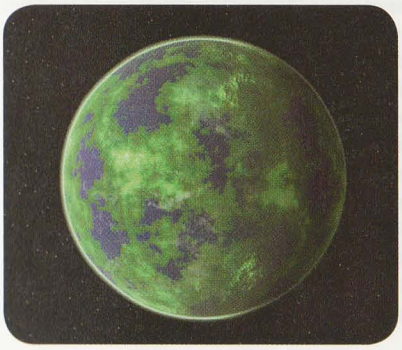
Formerly run by a succession of shady business ventures, Kessel's spice mining operation comes under Imperial control during the Dark Times. Palpatine realizes the power that glitterstim has to enslave portions of the galactic population and Kessel's usefulness not only as a source of spice but a profitable penal colony operation. Imperial forces evict the private enterprises that formerly operated under the Republic, establish a garrison on Kessel's moon to administer spice mining, and begin importing and dumping prisoners of all backgrounds onto the planet to mine glitterstim. The world's population increases dramatically as violent criminals, political dissidents, persecuted aliens, and captured resistance fighters all find themselves sentenced to permanent imprisonment on Kessel.

During this period, the planet earns its dire reputation as the dreaded penal colony from where few return. Imperial personnel throughout the galaxy use the threat of imprisonment on Kessel to coerce individuals and entire populations to stay in line. Certainly the most vile criminals receive sentences to Kessel, but Imperial judges—and even military officers passing summary sentences—frequently condemn citizens to the penal colony on a cruel whim for moderate or even slight infractions simply to get rid of them.

The Empire does little to improve conditions on the planet. The air factories that once provided miners with a reliable source of breathable atmosphere fall into disrepair; Imperial engineers conduct only enough maintenance to ensure that the factories continue functioning at minimal levels. Imperial forces focus on maintaining control over spice production and ensuring its indirect distribution through crime syndicates, ultimately weakening societies through increased glitterstim addiction. Most Imperial personnel occupy military installations on the Garrison Moon, with guard and administrative personnel shuttling to key sites on Kessel's surface in shifts. Eventually they establish an administrative center at Kessendra, the largest prisoner encampment, making it Kessel's impromptu capital. The Empire encourages dissent among the prisoners, rewarding those who show a willingness to work with their jailers and bully their peers, and installing them as overseers who drive the common prisoners—mostly by threats, blackmail, and violence—to increase spice production. The processed spice finds its way into the underworld distribution chains thanks to a handful of "corrupt" Imperial administrators who sell to crime syndicates and smugglers.

Kuat

Upon declaring the New Order, Palpatine drastically increases security in the Kuat System to protect one of the Empire's key starship construction facilities and a principal economic hub within the Core Worlds. The Imperial Bureau of Ships and Services (BoSS) imposes strict navigational protocols on starship traffic entering and leaving the passenger and freight ports, and limits access to Kuat and the orbital shipyards to designated flights and vessels departing from those ports. Most of the orbital facilities and space stations fall under military jurisdiction and operate with varying degrees of supervision and restriction. The passenger port retains the greatest modicum of normalcy, since it caters to traffic from Kuat itself. The former planetary defense port maintains its profile, with the



KUAT

added responsibilities and security of an Imperial military transfer point; absolutely no civilian ships receive clearance to this sensitive area, and Imperial forces deal harshly with violators.

Governance for the entire Kuat system falls to Moff Thichis Kuras, a member of Kuat's lesser nobility but still a native son. Palpatine appoints him to balance military security needs, the aristocratic Kuatis' sense of self-governance and regal pride, and an increased industrial profile for both starship production and research into new ordnance technologies. The Kuati aristocracy generally remains loyal to the Empire, because of a strong heritage of supporting the Republic and its successors and from a desire to ensure continued economic success through vast commercial starship construction operations.

The sheer size of the Kuat system and the overwhelming traffic through the passenger and freight ports offers resistance fighters a wealth of opportunities to infiltrate operations on Kuat. Though they might never reach the Imperial transfer port, subversives can readily gain access to the passenger and freight ports, and from there travel to locations on Kuat or in the orbital shipyards themselves. As resistance to Imperial might grows, Moff Kuras cracks down on security violations, institutes new military protocols, requisitions more troops, and supports ISB and COMPNOR operations to root out insurgents.

Kuat's delegate to the Imperial Senate also walks a fine line. Senator Giddean Danu, known for signing the Petition of 2000 opposing Palpatine's broad powers as Supreme Chancellor during the Clone Wars, now quietly supports the efforts of Mon Mothma and others who are secretly working to thwart Palpatine's plans and undermine the Empire's authority. He openly acquiesces to the Kuati aristocracy that brought him to power and appears agreeable and helpful when dealing with Imperial authorities. Danu realizes that by retaining his post and fulfilling his duties, however distasteful, he can remain in a position to covertly aid resistance groups operating on Kuat.

Mon Calamari

The Quarren and Mon Calamari homeworld quickly submits to Imperial forces intent on using one of the galaxy's top starship construction facilities to support their growing war machine. Despite the planet's stand against Count Dooku's intimidation and treachery during the Clone Wars, the Empire quickly realizes it must seize the orbital shipyards to increase and maintain its fleets and to deny growing resistance groups a potential source of fighters, transports, and capital ships. The Mon Calamari government initially resists Imperial envoys that seek a peaceful takeover of the shipyards. When an occupation fleet arrives, the Mon Calamari find themselves helpless as several traitorous Quarren disable the planetary shields and allow the Empire to dominate the planet and orbital facilities.

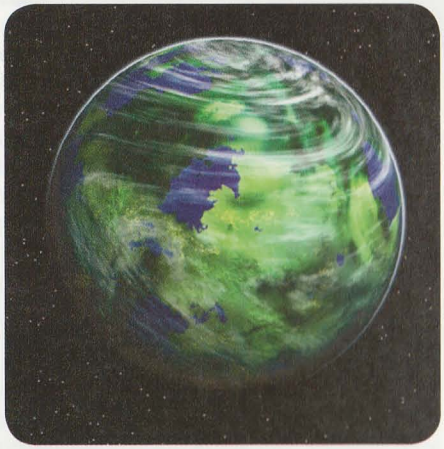
While Imperial engineers struggle to adapt shipyards that were specifically built to produce vessels of Mon Calamari design into facilities capable of constructing even the most basic of standard Imperial starship systems, the Mon Cals begin a campaign of passive resistance and covert sabotage to undermine the occupation. At first Imperial forces try using propaganda to quell dissent, build hostility toward the Republic, and fabricate an affinity for the Empire. But as passive resistance grows into work stoppages, shoddy production, and outright sabotage, Admiral Garrus Tharydine—the Imperial commander overseeing the occupation of Mon Calamari—carries out the Emperor's orders to bombard three cities floating on the planet's surface. This massacre prompts both the Mon Cal and Quarren populations to rise up in open revolt against their masters. Starting with little more than hand weapons and common tools, the insurrection grows to strike back at the Imperial occupiers using spacecraft constructed at secret underwater facilities or outfitted at old orbital stardocks with weapons and material diverted from Imperial construction projects. Eventually they oust the Imperial forces, providing other oppressed systems with hope that they, too, have a chance at freedom by opposing the Empire.



MON CALAMARI

Muunilinst

The home of the galaxy's most influential financial power, Muunilinst manages to continue its fiscal operations despite an Imperial presence in the years after the Clone Wars. The planet suffered heavily during the Clone Wars as a result of its alliance with the Separatists. The Muuns tapped some of their wealth to reconstruct cities devastated during the Battle of Muunilinst, when Republic forces decimated the capital city of Harnaidan and other locations to destroy gunnery emplacements. The first few years after the Clone Wars see an increase in offworlder visitors—particularly fellow aliens—coming to Muunilinst to help with restoration; this influx quickly ebbs once the reconstruction reaches completion and the Empire tightens its authority over the system.



MUUNILINST

Although the Muuns continue backing the Imperial credit with their world's mineral riches, the Empire's regulations and decrees inhibit their ability to finance other endeavors and pursue business operations of their own. The Empire seeks to curtail Muunilinst's economic influence in favor of other, Human-controlled financial institutions closer to the Core Worlds. This policy has the added side effect of not only quietly punishing the Muuns for backing the Separatists during the Clone Wars, but keeping them under watch lest they secretly finance any of the numerous paltry resistance movements cropping up throughout the galaxy. The Empire has little to fear. During the Dark Times, the Muuns remain openly loyal to Palpatine's New Order—one of the few alien species to do so—and calmly endure the petty indignities of Imperial occupation to ensure their financial influence with the next political group to ascend in galactic history.

Still, a handful of Muuns work secretly to divert small amounts of funds to fledgling resistance groups using a complex system of dummy corporations, fake accounts on other planets, and commerce agents. They seek to hedge their bets and establish reliable contacts with those who might someday overthrow the Empire, become the dominant government in the galaxy, and depend upon their financial resources.

Imperial forces, particularly a corps of administrative personnel monitoring InterGalactic Banking Clan activities, occupy Muunilinst's High Port. The station serves as the governing seat for the Imperial occupation, though several garrisons on the world's surface maintain direct control over key assets. Two Golan space defense platforms provide security for the world in addition to a steady rotation of naval power that leaves three Star Destroyers patrolling the system at any given time. The Muuns maintain a presence in the High Port, primarily to carry out their commercial activities with offworlders and maintain relationships with Imperial authorities. They also keep a scaled-down contingent of the infamous Iotran Guard for their own security; much of the guard was cut back after the Imperial occupation, though many members entered service as personal bodyguards or mercenary units with influential Muun bankers.

The station and the starport planetside in Harnaidan also host visitors from other worlds and corporations seeking audiences with Muun bankers to provide backing for their financial and industrial schemes. ISB agents quietly track these visitors to ensure that Muun wealth doesn't find its way to groups undermining Imperial authority elsewhere in the galaxy.

Naboo

Despite several incidents and setbacks, Naboo remains relatively the same during the Dark Times. The end of the Clone Wars and the ascendancy of the Empire brought peace to Naboo's people even after the loss of their beloved Senator Padmé Amidala and a scandal that involved the ruling queen sheltering renegade Jedi. Like many other worlds that knew peace during the Republic's reign—and one that briefly tasted the bitter pill of conflict during the Clone Wars—Naboo openly remains loyal to the Empire while secretly fomenting rebellion. Its people and rulers prefer a peaceful existence under the Empire to a tumultuous life opposing it. In fact, many loyal Naboo citizens support the Empire and join military service.

On the outside, Naboo's government and society maintain the status quo in all aspects of life. Little has changed on the planet except for the appointment of an Imperial governor and the establishment of a token garrison to maintain contact with the local bureaucracy. The planet's representatives to the Senate generally supported Palpatine's policies, though more out of a fear that the Empire might retaliate against Naboo or its representatives than because of prudent political judgment.

A few morally conscientious people on Naboo secretly opposed the Empire, but worked behind the scenes or far from their homeworld, lest they arouse Imperial retribution against innocent citizens on Naboo. These freedom fighters worked within their means, using resources and contacts to quietly undermine Imperial interests. Some who trained at Imperial academies and served with the military used their positions to occasionally leak information, divert material and weapons, and otherwise aid resistance cells near their deployment zones. A few nobles and high-ranking bureaucrats also conspired covertly with others of their station, including representatives from Alderaan, Ralltiir, and Chandrila, to form tentative alliances and work toward the Empire's downfall.

NAR SHADDAA

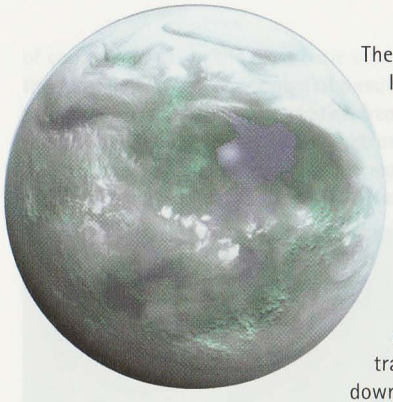
As in other periods of galactic history, the Smuggler Moon of Nar Shaddaa remains relatively insulated from events and political movements elsewhere. Although the Hutt families don't possess the military might of the Empire, their influence keeps Imperial forces at bay with insinuations that they could sabotage key economies, supply lines, resource fulfillment, corporations, and even governments elsewhere in the galaxy. The Hutts sit secure in their own domain of space on the fringe of the Outer Rim, sending their agents to other worlds to deal with the rising Empire, forge cooperative arrangements with its more pliable members, and continue expanding their criminal syndicate throughout the galaxy.

The sprawling, urbanized moon sees an influx in criminal activity brought about by tougher Imperial restrictions elsewhere and lucrative opportunities for shady enterprises during the initial founding of the New Order. Transient lowlifes come from everywhere to use Nar Shaddaa as a base or a stopover in their underworld dealings. Trade in illegal goods flourishes. Forgers, starship dealers, gun runners, moneylenders, and mercenaries make a fortune catering to those who seek to export Nar Shaddaa's brand of crime to worlds crushed under the Imperial boot heel that are crying out for illicit goods and services.

Nearly anything here can be bought for a price, making it a tempting yet dangerous resource for resistance cells operating on nearby Outer Rim worlds. Although freedom fighters come to Nar Shaddaa to seek allies, resources, and equipment, they take their chances with the murderers, thieves, smugglers, and Hutts like anyone else. Despite their seeming autocracy over Nar Shaddaa, the Hutts still dread wholesale Imperial interference in their affairs or in their territory. Supporting the criminal underworld is one thing; harboring known insurgents bent on defeating the Empire is another matter entirely. Just as they maintain a watch over illegal activity originating on Nar Shaddaa, the Hutts keep an eye on suspected resistance operations on the Smuggler Moon, lest such activity arouse Imperial intervention. In addition to their formidable intelligence sources and enforcer networks, the Hutts also enlist the help of other criminal enterprises based on Nar Shaddaa or directly under their influence to monitor and, in some cases, curtail activities of known insurgents.

RALLTIIR

Ralltiir escaped the destruction that claimed much of Muunilinst—one of the other influential banking powers in the galaxy—during the Clone Wars and continued serving the Core Worlds as the principal Human-controlled financial center during the Dark Times. Ralltiiri society outwardly embraces influential trends from Coruscant, from clothing fashions to prejudice against aliens. The planet maintains its reputation as a steady investment in financial institutions by maintaining a political neutrality that insulates its economy.



RALLTIIR

The populace generally accepts an Imperial governor and a small military garrison as symbols of stability and status within the Empire. Only a few in the immense finance corporations and investment markets realize that ISB agents and other Imperial minions gradually infiltrate their organizations with an eye on monitoring banking transactions for leads on tracking down suspicious deals and traitorous financiers secretly diverting funds to resistance cells opposing the Empire's rule. This trend ultimately leads to Ralltiir's downfall at the end of the Dark Times, as covert Imperial manipulation sabotages accounts for alien concerns and anyone suspected of supporting dissent.

Ralltiiri politics and economics fluctuate between two political factions, one that unanimously supports Imperial policies and one that politely questions their intent; some in this latter faction secretly oppose the Empire and covertly support those on Ralltiir and nearby worlds who work to undermine its power. Sympathizers divert some funds to those who are fighting the Empire elsewhere, but as time progresses more resources are kept on Ralltiir to prepare for the time when the Empire shows its truly brutal face. Resistance activity slowly grows beneath the surface of Ralltiir's society and goes relatively unnoticed by both the financial institutions and the Imperial administration.

RODIA

The Rodian homeworld spends the early part of the Dark Times embroiled in a military coup. In the early days of the New Order, Rodia's government changes after the disgrace of Rodia's Senator over a Clone Wars bribery scandal that allowed Separatist forces to invade Duro. Using the traditional interclan wargames to eliminate rivals and consolidate power, a Rodian warlord named Navik the Red rises to prominence. Over the years he defeats his enemies, exiles entire clans into the savage Rodian wilderness, secretly executes dangerous challengers, and forces many to flee the planet. As the Dark Times near their end, Navik consolidates his power, proclaims himself Grand Protector, moves the capital from cosmopolitan Equator City to Navik's clan stronghold at Iskaayuma, and forges ties with the Black Sun crime syndicate to solidify his hold over Rodia.

Equator City—known for attracting tourists to its balmy climate, tropical beaches, restaurants, pleasure halls, casinos, amphitheaters, and hotels—experiences a temporary decline during the Dark Times, brought on

by Navik's brutal rise to power. Over time the cosmopolitan visitors trickle away, discouraged by the frequent assassinations, violent mobs, exploding speeders, and other incidents brought on by Navik's vendetta against his enemies. Only those accustomed to surviving in such adverse conditions—a society of criminals, arms dealers, smugglers, and con artists—remain to take advantage of the chaotic situation.

The Empire keeps its distance from Rodia during these hostilities. A few Imperial envoys establish a consulate in Equator City, more to monitor developments on the planet than to interfere with its bloodthirsty politics. Those Rodians who flee the civil strife establish enclaves elsewhere in the galaxy, but the Empire actively supports several bounty hunters and mercenary units prone to act on its behalf hunting down criminals, uncovering and destroying resistance cells, and fighting small brushfire wars against those who oppose Imperial policies.

Expanding Worlds

Finding and developing several principal locations is the key for a Gamemaster who wants to expand a planetary description of a few paragraphs into a viable and intriguing campaign setting. The information presented in this chapter provides an overall picture, but the Gamemaster must create specific settings on a planet to provide resources and objectives for the heroes.

Consider where the action in an adventure can take place. The heroes need several kinds of practical locations for both support and motivation.

Objectives: Create definite targets for the heroes. On most worlds, these might consist of Imperial garrisons, administrative centers, prisons, the governor's estate, and other facilities established by the Empire to pursue its oppressive policies. Corporate offices, factory complexes, and industrial areas supporting the Imperial war effort also make good objectives.

Resources: The heroes need locations that can provide them with resources. A starport or transportation hub could offer the means to travel between operational areas or bases. An urban center could contain a market plaza where they might find supplies and allies willing to covertly support their activities. Specific locales in a city—a residential neighborhood, an industrial sector, an alien enclave, the starport, an entertainment district, or a commercial zone—could be the locations of specific businesses and other establishments in which action could take place.

Base Areas: Make sure to include a few areas where heroes could establish concealed facilities with a variety of profiles to support their operations. Industrial wastelands, large expanses of wilderness, abandoned factories, and even infrastructure levels beneath a city all offer good places in which to set up safe bases.

Salliche

Upon announcing his New Order, Palpatine immediately sent Imperial forces to Salliche to ensure that its abundant crops and efficient harvesting corporation continue to support nearby Core Worlds and his growing war machine. Sprawling urban hubs contain crop collection, processing, and warehouse facilities, starport operations, and neighborhoods for laborers. These vast cities rise from seemingly endless plains where hovering ag platforms plant, tend, and harvest crops. Pockets of untamed wilderness and mountains offer refuges for tourists and the planet's elite. The planet's proximity to other Core Worlds, its ready access to easy space travel, and a worker population prone to discontent and strikes make it a hotbed for potential subversive activity against the new galactic government.

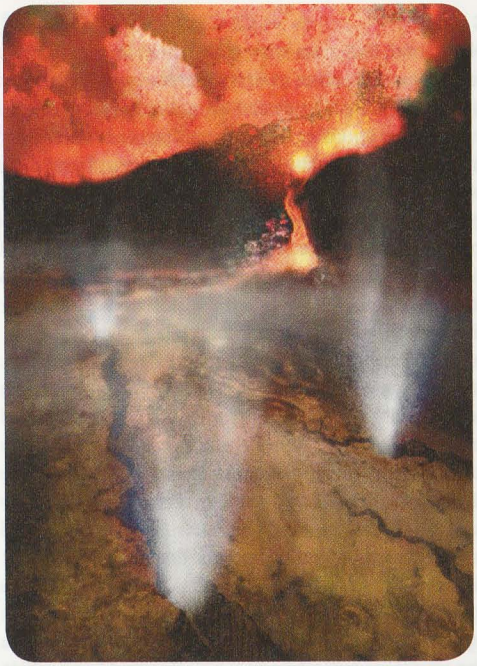
The Salliche Agricultural Corporation fully cooperates with the Empire, putting its own security forces at the disposal of Imperial military and ISB officers. Imperial forces establish a garrison in the capital, Netassa, with fortified outposts at key commercial and transportation facilities. The Empire and the Salliche Ag Corp push the local workers to their limit in providing greater crop yields and production, limiting personal freedoms and abusing individual rights. The ISB organizes aggressive undercover purges to eliminate potential malcontents and future political troublemakers from the general population of disgruntled ag laborers; the resulting mass arrests necessitate a recruitment campaign to lure beleaguered workers from other systems to labor in Salliche's agricultural industries. During this time, Moff Gegren Throsen manipulates the planet's corporate and legislative bodies to inflict his own will and that of the Emperor.

During the later years of the Dark Times, the planetary parliament elects Selnia Harbright to the Imperial Senate, primarily to remove the idealistic young noblewoman from Salliche's corporate and legislative hierarchy, get her off the planet, and place her in a relatively ineffective position in galactic politics. Little do they suspect that she secretly uses her aristocratic influence to undermine Imperial military power on her homeworld and rid it of corporate and military tyranny.

Sullust

The end of the Clone Wars and the emergence of the Empire brings about a subtle change on Sullust. Although the SoroSuub Corporation maintained a great degree of control over the planet and the everyday lives of its citizens, it now governs the entire system and throws its industrial weight behind the Imperial war machine. Corporate Proclamation 137d dissolved the political Sullustan Council in favor of complete company rule allied with its principal client, the Empire.

Few Sullustans noticed any immediate change. Life under the SoroSuub Corporation continued as usual, though production quotas steadily rose, work conditions deteriorated, and personal liberties slowly disappeared. The Sullustan people continued placing their trust in their corporate government,



SULLUST

since it maintains the strict sense of order necessary for their society, protects their world from comprehensive Imperial occupation, and insulates it from the alien persecution that the New Order promotes. SoroSuub demonstrates such devotion to a strict military sense of order that the Empire largely leaves the corporation to its own devices. An Imperial garrison and administrative complex on the moon Sulon takes care of most business, while a consulate on Sullust directly deals with corporate offices. So long as the system's industrial power continues to support Imperial military might, Palpatine allows SoroSuub to run Sullust as it pleases.

The Empire restricts visitors to Sullust, allowing only Imperial-allied business travelers to visit the moon of Solon. The administrative complex contains not only quarters for the Imperial bureaucracy, but offices for delegations from many galactic corporations that deal with SoroSuub in sustaining the Imperial war effort. Imperial agents also monitor the flow of raw materials and finished goods to ensure that nothing goes to support the burgeoning resistance groups that are emerging throughout the galaxy.

As the Dark Times progress, more Sullustans chafe against corporate and Imperial interference in their lives. They voice their dissatisfaction through acts of civil disobedience. SoroSuub responds by offering empty promises and superficial policy changes to placate the masses; these strategies allow the company to keep Imperial interests at bay. SoroSuub maintains such tight control over the populace that no effective militant resistance develops on Sullust until the Galactic Civil War breaks out.

Tatooine

This desert planet in the remote backwater of the Outer Rim all but disappears into relative obscurity after the Clone Wars. The Hutts still retain their control over the planet—with the infamous Jabba eventually gaining prominence—while paying token respect to the Empire. Eventually the Podracer action dries up and the racing circuit leaves to find a better venue, but Jabba the Hutt continues using the world as a quiet place from which to conduct his criminal activities. The Mos Eisley starport becomes a hub of smuggling and vice.

The Empire takes such little notice of Tatooine that it all but forgets about the small garrison it established in Mos Eisley. The planet is so obscure that it rates only an Imperial prefect as the chief administrator, a move possibly made in deference to the Hutts to avoid challenging their authority and causing problems with relations between the Hutts and the Empire elsewhere. The stormtroopers and the prefect care little about the crime running rampant in the starport and across Tatooine; they try making the most of their miserable situation.

Tatooine's isolated location, the absence of Imperial Navy patrols, and its minuscule garrison make Tatooine an ideal haven for smugglers and other galactic criminals. Jabba's organization keeps tabs on many, takes a cut of the profits when it can, and generally ensures that the local garrison doesn't hear about anything that has potentially political consequences. Although some resistance cells visit the planet to make deals with criminal elements, Jabba discourages any of them from establishing a permanent presence on Tatooine, lest they draw Imperial attention to this sordid corner of the galaxy.

Few suspect that the planet's dangerous Jundland Wastes shelter one of the last Jedi Knights who managed to escape Order 66 and Darth Vader's systematic purge of the Jedi.

Thyferra

Even before the Dark Times, a Human minority dominated the bacta industry on the Inner Rim planet of Thyferra, relying on the insectoid Vratix majority to harvest, transport, and brew the alazhi plant with the chemical compound kavam to produce the highly effective healing emulsion. After a brief period when the Vratix regained some control over the bacta market, the Human colonists consolidated their corporate operations into two companies, Zaltin and Xucphra, which Palpatine approaches shortly after declaring the New Order and favors with exclusive contracts to provide bacta to the Empire. Both corporations increase activity and heighten pressure on the Vratix workers to produce more bacta for export to a growing and lucrative market.

The Human corporate colonists on Thyferra reap the benefits while keeping the rural harvesting clans and the urban factory workers in a state of near slavery. The two main urban centers, Xucphra City and the capital, Xozhixi, become corporate and industrial strongholds for the aristocratic Human administrators. Vratix in both places labor in oppressed servitude

so their Human masters can profit from fulfilling the Empire's ever-growing need for bacta. In the vast rain forests, more primitive Vratix clans harvest the components necessary for bacta production, often under the direction of company expeditionary units and always under threat of military retaliation from the corporate security forces if they fall below quota.

Resentment among the Vratix was already developing before the Bacta Cartels made their deal with the Empire; the subsequent abuses, increased demands, and often brutal treatment at the hands of their corporate masters encouraged a rebellious streak among the species' more innovative thinkers. Several small and fragmented insurgent groups form, with those of the urban workers and tribal harvesters having little contact. The most radical and wide-reaching of these—one that manages to unite Vratix across the planet—is the Ashern, or "Black Claw," a terrorist sect with an extreme anti-Human prejudice. It carries out a few significant raids against corporate forces and facilities, but also brings down upon the general Vratix population severe retribution from its masters.

Despite corporate and sometimes Imperial Navy blockades, members of other resistance cells from the Inner Rim manage to reach Thyferra and attempt to encourage insurgent activities there. The Vratix resist most such efforts that are coordinated by Humans, though a few initiated by alien resistance groups have some success. A few insurgent cells find the world's dense rain forests to be ideal for concealing secret installations from which they coordinate operations on other nearby Inner Rim systems and stage sorties against Bacta Cartel facilities on Thyferra independent of Vratix efforts.

Shadowports

The term shadowport refers to a general class of starport facility that is concealed from the general public and the authorities. In most cases, shadowports serve the interests of fringers—smugglers, bounty hunters, and members of criminal organizations—but they might also provide covert docking facilities for secret government and corporate agencies, alien enclaves hiding from persecution, military and intelligence operations, and underground resistance groups.

Shadowports range in profile, size, and amenities depending on their location and the resources available to those who establish, support, and use them. Some serve as docking facilities for small-scale secret installations, though their operations usually rely on having starships readily at hand.

Different organizations establish shadowports for their exclusive, covert use. Discussed below are several groups that might employ concealed port facilities for their own clandestine purposes.

Criminal Organizations

Those who operate on the wrong side of the law frequently need safe locations where they can hide from pursuers, repair vessels damaged in confrontations, resupply, conceal contraband, and plan their next move. Smugglers, bounty hunters, gun runners, enforcers, and anyone else who engages in illegal activities and uses a starship often keep several locations in mind where they might flee if they encounter trouble. Crime syndicates that stick to a limited territory often maintain shadowport facilities in each system where they operate, giving their spacefaring personnel some degree of security when they travel. Some criminal shadowports are simple hiding places where one can quickly land, conceal a ship, effect basic repairs, and find minimal supplies. A few serve as more extensive installations dedicated to criminal activities: warehouses, factories producing illicit goods, armories, and safe houses for extended yet secure visits.

Alien Enclaves

With the Empire persecuting many alien species, especially small groups settled on primarily Human worlds, many aliens flee to secret enclaves. These hidden communities sometimes operate shadowports to enable clandestine starship traffic to support the enclave. These underground settlements depend on discreet space travel to allow refugees and supplies to enter the enclave and emissaries to make contact with other fleeing aliens and potential allies who might aid their cause. Such persecuted groups might willingly aid friendly resistance groups and give them access to shadowport facilities in exchange for their help in evading Imperial persecution.

Military and Intelligence Groups

Planetary and Imperial military and intelligence organizations often have secret installations that are served by shadowports to conceal those installations from both the public and their opponents. Some of these shadowports are packed with powerful communications and sensors equipment to serve as listening posts. Others provide transport needs for experimental testing ranges, laboratories working on unethical technologies, operation launch points, clandestine training facilities, and secret armories.

Resistance Groups

Only the most well-funded and secretive resistance organizations can maintain shadowports that have anything more than the bare minimum facilities. Most freedom fighters settle for a landing port large enough for a single vessel that has a few alcoves for storing cached equipment, supplies, and spare parts. They outfit a remote cave or rugged canyon with basic gear, or clear an abandoned docking bay at the edge of a busy industrial region. Some resisters establish shadowports in functioning portions of real starports under cover of a front corporation, hiding in plain sight amid the bustling traffic.

Facilities

Shadowports have various facilities depending on how and where one was constructed, what group established it, and who helps maintain it. They differ widely, each possessing a different profile and offering services of varying quality. Such features range from the bare essentials to complete starport facilities. Here are some basic components found in shadowports, presented in order from most common to most exceptional.

Landing Bay

Like most any landing facility, a shadowport offers somewhere to land and shelter a starship. At the very least, a landing zone might consist of an open clearing or a crater, with camouflage netting hidden nearby to conceal the vessel. Most shadowports offer more permanent docking bays with a retractable roof or an adjacent hangar bay to conceal a ship from aerial surveillance. Ports operating in space provide some means for connecting to a pressurized environment, usually a magnetically sealed field over the entrance or airlock gantries. Given their clandestine nature, shadowports don't usually offer docking facilities for capital ships; assume that anything from a starfighter to a medium freighter can adequately dock and shelter at a shadowport.

Repair Bay

Since most shadowports function as havens where spacers can find refuge from their adversaries in emergencies, they often provide some means to effect starship repairs. The simplest of ports might offer only a simple corner stocked with old parts, while the most complete facilities could include a full-service maintenance hangar and a storage bay packed with brand-new components. Many shadowports manage with just an alcove for heavy repair equipment, a few crates of spare parts, and a mostly complete set of tools and work gear.

Quarters

A shadowport isn't simply a haven for a ship; it also offers a sanctuary and amenities for crew and support personnel. Crews of larger vessels often use their own craft's facilities, though it's always good to get out of the ship for a change of scenery, even if that consists of a run-down shadowport. At the very least, basic living spaces include a few bunks, a fresher, and a makeshift galley. More elaborate ports include personal cabins or suites, kitchens with ample food stores, conference rooms, and comfortable lounges. Those that function as secret facilities for more established organizations might also provide offices, research laboratories, and medical suites.

Command Center

In the most basic shadowports, individual starships use their own comm-scan equipment to monitor nearby traffic and communicate with incoming and outbound ships as they normally would during flight operations. More sophisticated facilities have a dedicated control panel or even a small room with communications and sensor instruments. This equipment might consist of a comm-scan console and a command chair (sometimes salvaged from a similar facility aboard a starship) mounted in a landing bay corner. A well-maintained shadowport sets aside a control room to house such gear and the necessary power source. These facilities require comm-scan instruments on the surface (in concealed domes, pods, dishes, or antennae) for accurate and clear readings.

Other Features

Depending on a shadowport's operational profile and the resources of those maintaining it, a facility might offer some additional installations intended to ensure the concealment and protection of the port or increase its usefulness to visitors. These features could include added dampening or shielding around the base's power source, concealed defense weapons and shields, or extraordinary amenities such as armories, hospitals, and factories.

Notable Shadowports

During the Dark Times, several shadowports arise or continue operations despite the ascendancy of the New Order. The Empire's sprawling tyranny forces more people to rely on shadowports to continue operations, especially in places where those people contravene the law or directly undermine Imperial power.

Whether the heroes know of a shadowport's existence depends on their past experiences, connections, and general familiarity with the group that operates such a facility. Gaining this information usually requires a Knowledge (galactic lore) check of at least DC 25 on a hero's part, and some plausible explanation of how the heroes might have come across such sensitive information.

Bothan Space

The Bothan spynet maintains several shadowports supporting its espionage operations throughout Bothan Space. Most serve as safe houses and listening posts, but a few are used as staging bases for intelligence operations. Although the Bothans keep these sites closely guarded secrets, ISB agents suspect most of their locations; however, since the Empire covertly benefits from the Bothan spynet activities, it allows the network to continue operating.

Eriadu Beacon Base

The resistance on Eriadu maintains a large shadowport on that planet that helps freedom fighters support underground organizations throughout the Seswenna sector. Beacon Base sits partially underground beneath an abandoned repulsorlift engine assembly factory at the edge of Phelar Port, nestled next to Eriadu Manufacturing's main facilities (and far enough away from the Eriadu Planetary Security Launchport complex to evade notice).

Itani Nebula Base

Shortly after Palpatine declares the New Order, the Empire establishes a research base deep within the remote Itani Nebula. The base also serves as a shadowport from which special operations personnel engage in sorties against targets to field-test new technology. The nebula's natural properties shield the base from detection and possibly contribute to the scientific studies conducted there. Itani Base and the special operations units stationed there steadily grow throughout the Dark Times.

Kothlis Shadowport

One of the three moons orbiting the Bothan colony of Kothlis hosts a shadowport that serves smugglers, pirates, and others operating on the fringe of galactic society. The Bothan military used the moon of Kothlis as an ordnance testing ground until the end of the Clone Wars, then abandoned the scarred landscape in the disarmament that followed. Craters left from past exercises serve as docking bays, connected to each other and a central hub by subterranean tunnels. Although the facilities seem austere, the shadowport features basic living quarters, a cozy command center, a well-stocked bar, and a storage bay filled with salvaged spare parts. The Bothan spynet remains aware of most traffic passing through the shadowport and employs this intelligence in its own operations when necessary.

Port Haven

During the Dark Times, several smugglers stumble onto a remote system off one of the main Outer Rim hyperlanes. Tropical ocean and jungles cover the lush planet, which provides a rustic yet effective sanctuary for a small network of fringers who cautiously share this world's location. Most spacers land on the beach near the site of a failed colony, where they salvage materials to construct a few crude dwellings. The Port Haven shadowport offers few amenities, but it provides a secure location far from Imperial eyes where fringers can lie low for a time.

Establishing a Base

Unlike in the Rebellion Era, a ready-made support organization like the Rebel Alliance is not available to heroes during the Dark Times. A galaxy-spanning network of organized resistance fighters isn't watching their backs, and they have no system of associated secret bases to which they can flee for sanctuary, repair, recuperation, and resupply. They have only those resources at their own disposal and whatever support structures they can establish and maintain themselves.

Heroes in the Dark Times are on their own. Whether operating covertly while maintaining covers in everyday society or acting as underground freedom fighters on the run, they need secret bases for a variety of purposes: safe houses, secure medical and recovery facilities, observation posts, staging areas, supply dumps, vehicle hangars, and headquarters. They must scout out, prepare, and operate these facilities without attracting the attention of law-abiding citizens, the Imperial military, and the numerous agencies actively eradicating dissidents.

A base's location should combine secrecy with accessibility and function. It should remain concealed from prying eyes at every stage, from site scouting and construction to operation and maintenance. Members of the resistance should have relatively easy access to it in spite of its location or defenses, including handy transportation if required. The base should be positioned to fulfill particular operational parameters and support resistance activities.

Scouting out a base location could take various forms and might even form the basis for an adventure or two within the campaign. The heroes might reconnoiter a site themselves under the pretense of some legitimate activity: hiking for pleasure, surveying for a mining corporation, undertaking a salvage mission for a scrap collector. This reconnaissance must also include planning for the construction and outfitting of a base, maintaining its secrecy without arousing notice from the authorities or suspicious civilians.

Bases vary in size, location, and features depending on their intended role in resistance operations. Heroes should have a definite plan for an installation when they scout out a suitable location, though that might change depending on what they find. One can't really use a one-room hiding place as a hangar facility, just as a huge warehouse wouldn't make sense as a location for a discreet observation post.

Chapter X
The Empire





In the time since the establishment of the Empire, much has changed. From the superficial to the symbolic to hard reality, the Empire has replaced the Republic in every major aspect of society. Even the name of the galactic capital has been changed, from Coruscant to Imperial Center. Day by day, Imperial power grows. The Empire replaces old bureaucracies with new ones. The Imperial military machine expands exponentially. Republic symbols are destroyed or replaced with Imperial equivalents.

The Imperial Government

Emperor Palpatine has replaced or revamped nearly every part of the Republic government, creating his new Galactic Empire in the image he desires. The Emperor retains complete control over all Imperial functions and military forces. He *is* the Empire, and the Empire is his. Few dare to openly oppose him. Everyone understands that the Emperor's word is essentially law. Currently, he is feared more than he is respected. However, as time passes and more supporters of the New Order come forward or are indoctrinated, more of his underlings truly respect him.

The Emperor leads a double life, even now. Emperor Palpatine is the public face he uses to maintain control of the Empire. He appears to be genuinely worried about the state of the Empire. He rails against corruption. He promotes peace and security. He negotiates, however forcefully, with Imperial Senators on critical matters of state and social law. He maintains control by standing firm, unafraid to use heavy-handed tactics. He legitimizes his most outrageous moves by manipulating the Imperial Senate to support him or by restricting reports of anything that threatens his person or position.

His Darth Sidious persona remains out of public view. Almost no one outside his inner circle and selected underlings know him as anything other than Palpatine. As always, the Sith Lord works from the shadows. As Emperor, Sidious now has great latitude to pursue his own dark projects, plus the power and security to keep them hidden. Unbeknownst to the galaxy at large, Sidious has begun to expand the reach of the dark side. Many of his inner circle are trained in aspects of the dark side of the Force. Secret prophets, the Emperor's Hands and Inquisitors, are known to some, but they are only the beginning. On the planet Byss, in the Deep Core, Sidious has established a secret training facility to attract those who are dedicated to the dark side. Though it might take decades, he plans that they will some day become integral to Imperial power and leadership.

Even though the Emperor has his own vision of the galaxy's future, he remains open to new and effective ideas that support his goals. As such, Grand Moff Wilhuff Tarkin's doctrine of fear (which will become known as the Tarkin Doctrine) received much interest, and the recently promoted Grand Moff is the brightest star within the new government. Many of Tarkin's ideas are now beginning to be fully implemented.

Using The Tarkin Doctrine

Although they have taken a few years to fully implement, the ideas proposed by Governor Tarkin are central to Imperial rule. Within the Imperial leadership, they are coming to be known as the Tarkin Doctrine, which is summarized below.

- Form oversectors out of multiple sectors that show signs of rebellion or chronic unrest. Military forces assigned to these oversectors can respond rapidly to any threat, thereby eliminating such threats while they are still small.
- Grant command of an oversector to a single individual who answers directly to the Emperor, in order to bypass delays and neutralize political opportunism.
- Use the HoloNet transceivers on Imperial command ships and the Imperial Center to take advantage of the HoloNet's unrivaled speed in communications.
- Rule through the fear of force, rather than through force itself. Generate the impression that the Empire can call upon such overwhelming force that resistance is futile. Demonstrations of such force are key to this idea.
- Use size to intimidate. Citizens are intimidated by Star Destroyers primarily because of their size and perceived firepower. Most ships do not dare to stand against them. A much larger vessel with a weapon of vast power could equally intimidate entire star systems.

The Gamemaster can use the Tarkin Doctrine in a campaign in several ways. At the simplest level, using a Star Destroyer to intimidate the characters is a prime display of the Tarkin Doctrine. Imperial opponents who threaten with great force are another example. If the characters have access to large ships or become engaged in large-scale fleet battles, they might see the results of HoloNet communications firsthand as massive Imperial reinforcements arrive. Characters might see the oversectors come into existence, especially if they participate in a successful group of resistance fighters in the Outer Rim.

The Imperial Senate

After the declaration of the Empire, the Galactic Senate ceased to exist and was immediately replaced by its Imperial successor. For now, the Emperor needs the Senate to retain control of the galaxy. The Senate gives dissenters a place to air their grievances, and the Emperor knows that such a forum must be allowed to exist, or he will face greater threats. He is quite willing to give the impression that he values the Senate's opinions, if it will help him retain power.

The Imperial Senate is not yet completely powerless. At this stage, many Senators still believe that they are a vital element of Imperial rule. Dissenters still hope to use the Senate to regain lost rights and otherwise reform the government. Even if they have limited influence over the Emperor, they still command a great deal of respect from other government officials and the galaxy at large.

Senators also meet and negotiate on local issues outside of direct Imperial control. The Senate is still a public forum that reaches much of the galaxy. When the Senate is unable to counter the Emperor directly, dissenting Senators might still get their point of view heard and out to the masses. The most daring Senators even discuss how to retake the galaxy, but they are few, and such talks are extremely secret. The Emperor's spies are everywhere, even among the ranks of the Senators. Ultimately, if something happens to the Emperor, the Senate believes it would naturally provide the forum to establish a new government.

Planetary and Sector Government

One of the Emperor's first major changes to government structure was the creation of Imperial governors, otherwise known as Moffs. In the earliest days of the New Order, a Moff oversees a territory of several sectors, as dictated by military and political needs. However, as Imperial power solidifies, the number of Moffs grows, and many foresee the day when each sector will be assigned its own Moff. The title of Grand Moff has recently been created, with more such officials expected to be appointed as the concept of oversectors comes into wider use.

Moffs exist in parallel with the Imperial Senators. As Imperial governors, the Moffs report directly to Emperor Palpatine. Although they might need to negotiate with Senators for political reasons, individual Senators have no authority over them. Imperial governors are responsible for security and have direct control over all Imperial military forces in their territory. They also expand and protect the ideals of the New Order under the guise of "protecting" those who reject "alien" cultures in favor of a completely Human culture and government.

A few corporate-governed sectors are now under direct Imperial control. In many cases, an interstellar corporation was either nationalized outright for "security reasons," or was a former member of the Separatist movement.

All holdings of the Trade Federation and other major supporters of the Confederacy of Independent Systems have been transferred to Imperial control or to Imperial corporate supporters, such as Sienar Systems. Such moves bring greatly needed materials and resources directly to the Imperial war machine.

At this stage, the vast majority of planets retain their own governments, much as they have for centuries. On some select and troublesome worlds, the Emperor's advisors install planetary governors to bring these planets in line with Imperial edicts. Most of these are non-Human worlds, such as Kashyyyk, and the governors have virtual free rein to keep these planets under control. There are relatively few planetary governors, although it is troublesome to some that once one is installed, he or she appears to become a permanent fixture. In principle, the Emperor prefers to keep out of local politics, especially where the citizens already support the New Order. He prefers to use fear and force to keep local governments under control. In reality, Palpatine is quite willing to step in when it suits his plans, though he might use intermediaries openly or covertly as needed.

Agents of Imperial Rule

With Imperial governance has come a vast array of public and secret organizations designed to help maintain order at every level of society. Some of these organizations are extremely specialized, suited to a specific role. Generally speaking, the more specialized a group's role, the fewer members and the more secret the group.

COMPNOR

Of all the new Imperial organizations, none is more accessible to the average galactic citizen than the Commission for the Preservation of the New Order. It might seem ironic that COMPNOR is the successor to the Commission for the Preservation of the Republic (COMPOR), a volunteer corps committed to supporting the Chancellor and the war. However, COMPOR was more dedicated to Palpatine than to the Republic. Using this natural base of supporters, COMPNOR was poised to provide a growing number of loyal Imperial supporters and activists.

Anyone can join COMPNOR, though the overwhelming majority of members are Human. At the most basic level, COMPNOR works as a grass-roots effort on Imperial-friendly worlds, where any citizen can actively promote and participate in the Empire's greater goals. However, COMPNOR is more than just a political action body or a social club. It actively promotes the ethics and ideals of the New Order to all, starting with the youngest. It is an integral part of Imperial society.

COMPNOR is ruled by the Select Committee. In the first years of the Empire, the committee's ranks swelled to around twenty-five thousand members. The Emperor recently took an active role in COMPNOR's development and "recommended" some changes. As such, the Select Committee's membership numbers have rapidly declined. The Committee does not comment on the extent of the reduction or the extent of the Emperor's involvement with the daily operations of COMPNOR.

COMPNOR is divided into several divisions. SAGroup (the Sub Adult Group) is by far the largest and most active in recruiting and indoctrinating the young people of the galaxy into the ways of the New Order. The Coalition for Progress started as a minor division overseeing the cultural adoption of the New Order within all sectors. Although it is relatively small, its power is growing as its information network expands throughout the Empire. The Coalition for Improvements was recently broken out of the Coalition for Progress to take a more direct role in improving a sector's technical and social infrastructure to conform to the New Order. The final two divisions are CompForce and the Imperial Security Bureau, described in detail below.

CompForce

CompForce is the military arm of COMPNOR. It is filled with New Order loyalists selected from other divisions. CompForce's near-fanatical dedication to the ideals of the New Order often brings it into conflict with the regular Imperial military. Not only does CompForce receive priority in terms of equipment and training, its members function as political spies when operating with the regular military. As a fighting group, CompForce members are loyal and fearsome. Their rigorously lethal training means that the best, or more often the luckiest, become active soldiers. As such, most CompForce units are dangerous combatants, and a few of the best are becoming elite units.

Imperial Security Bureau

The Emperor's advisors created the Imperial Security Bureau (ISB) as a direct competitor to Imperial Intelligence. The ISB is staffed with New Order loyalists, a situation that results in less objective, though dedicated and enthusiastic, information gathering. The ISB performs a combination of secret police and intelligence duties. Its agents are equally at ease operating in public or clandestinely and are not afraid to identify themselves when necessary. ISB agents are perceived to be everywhere.

The ISB operates from an enormous central office on Imperial Center. It actively competes with Imperial Intelligence to gather the best data, albeit with a loyalist slant. It has offices and officers scattered throughout the galaxy and can be found on every major world. In the three short years of the New Order, ISB has become a well-known and feared commodity.

Imperial Intelligence

In the last days of the Republic, the central government's four primary and competing intelligence services secretly banded together to form a single organization to eliminate corruption and abuse of intelligence by manipulative

Senators. The new leadership revealed itself upon the announcement of the Empire, much to the chagrin of Senators and Emperor's advisors who had bribed the old services to produce the information they wanted. They are led by a mysterious group called the Ubiqtorate. The public head of Imperial Intelligence is currently Armand Isard.

Imperial Intelligence members are highly professional and well trained. Although loyal to the New Order, they are not fanatically dedicated to it as their ISB counterparts are. Imperial Intelligence reports to the Emperor, as well as to the Imperial military, which regards its service as less politically motivated and far more objective. The four divisions of Imperial Intelligence are Internal Organization, the Analysis Bureau, the Bureau of Operations, and Intelligence.

Unlike the ISB, Imperial Intelligence is highly decentralized, with offices and assets scattered throughout the galaxy. Although the secretive Ubiqtorate is believed to reside on Imperial Center, the intelligence service relies on a vast, interstellar communications network called Sector Plexus for its operations and reporting. This highly redundant and complex network uses a combination of hyperspace-capable message droids and short-range broadcasts to relay messages across the galaxy, but has no access to the HoloNet.

Imperial Intelligence only collects and analyzes data and information. Any action resulting from its data is taken by other Imperial agencies, usually the Imperial military, Moffs, and planetary governors. If needed, it also passes information on to specific planetary governments.

Imperial Inquisitors

Imperial Inquisitors are the latest, secret addition to Imperial Intelligence. At the request of the Emperor, a special division has been created called the Inquisitorius, which specializes in scouring the galaxy for Force-users of all types and eliminating them. Led by a Grand Inquisitor, these dark side Force-users seek out surviving Jedi, adepts, primitive shamans, and all students of the Force who are not aligned with the Emperor.

The Inquisitors are ruthless and effective even when not using the dark side. Rumors of their methods and existence are slowly spreading throughout the intelligence services, making them among the most feared operatives. The Inquisitors work best through interrogation and investigation, with and without the Force. Few can withstand an Inquisitor's interrogation session.

Some Inquisitors learn significant lightsaber skills, but most do not have the formal training of a Sith or a Jedi. Many Inquisitors learn only basic or specialized Force powers best suited for interrogation. If they happen upon a Jedi or some other Force-user of significant skill, they might pass the word to Darth Vader that the matter requires his special attention.

The Emperor's Hands

Though it is unknown exactly when Emperor Palpatine began employing talented dark side Force-users as his exclusive Emperor's Hands, it is likely they began their service in the earliest years of the New Order. The Emperor had long understood the need for operatives who worked for and answered only to him. His Sith apprentice fulfilled such a role in the past, but once Darth Vader became a public figure, the Emperor turned to less skilled, but strikingly loyal, individuals. Called the Emperor's Hands, each believes that he or she is the only one who receives such special attention and Force training from the leader of the galaxy.

Emperor's Hands carry out the Emperor's most sensitive and secret missions anywhere in the galaxy. They have extremely high security clearances. They can call upon any Imperial reinforcements as required, and they have special codes that provoke an immediate response from any high-ranking military commander or political officer. They almost never reveal their true position, except to ranking officials when required to complete a mission.

Each Emperor's Hand is trained in the dark side of the Force, and the Emperor has tailored each to use his or her unique skills to the utmost. He carefully controls their training and learning, lest they become a threat to him.

Using CompForce, the ISB, and Imperial Intelligence

CompForce makes a good military opponent for characters who are actively fighting against COMPNOR activities and the Select Committee. Resistance fighters might oppose COMPNOR attempts to expand the reach of the New Order on their homeworlds. CompForce units might also be deployed instead of stormtroopers in situations when the Emperor needs a show of loyal citizen support, rather the perceived mindless dedication of cloned troops grown and trained for the task.

In a *Force Unleashed* campaign, ISB agents are central opponents of underground anti-Imperial efforts and resistance units. ISB agents make effective antagonists and recurring enemies. Small anti-Imperial groups or individuals could draw the attention of a single operative hoping to score a big catch; large groups might attract entire ISB task forces or investigation teams created for the sole purpose of shutting them down. If significant firepower is required, ISB probably calls in regular Imperial military units or stormtroopers rather than relying on CompForce.

Imperial Intelligence might become involved in or aware of any operation the ISB is pursuing. However, it is far more likely to investigate larger-scale or significant military threats to Imperial assets and personnel. Additionally, some Imperial Intelligence is cleared for use in the Imperial Senate and other governmental organizations. At times, Imperial Senators might obtain or request specific information, particularly about their own planets or sectors, but the Emperor's advisors filter and censor such reports before delivery and without notice.

The Death Star

The Death Star is the ultimate power in the galaxy . . . or it will be, once it is completed. For now, it is a secret project. For many, the Death Star is little more than a rumor, spoken of only in hidden chambers and hushed tones. Most do not believe the stories. After all, even the Emperor could not hide a project of such scale, or so the majority believe.

In the remote Outer Rim system of Horuz, above the planet Despayre, the Death Star is in the early stages of construction. It is barely a shell of its form to come. Fittingly, Grand Moff Tarkin oversees the construction. His vision of the New Order and the new battlestation mesh perfectly.

For now, construction continues unabated and with all due speed. Though the completion date is years away, the schedule is relentless. Manual labor is provided by slave species, particularly Wookiees. Secrecy and security are paramount and draconian in enforcement. Funds for the project are diverted from system exploration and public works budgets as well as other mundane sources, so as not to raise the suspicions of the Imperial Senate. Only the Emperor knows the true budget, scope, and nature of the project.

Using the Death Star

Even with decades to go before its completion, the Death Star has a lot of potential for use in the game. Here are a few suggestions.

Motivator: The heroes work for an Imperial Senator who assigns them to check up on some unusual spending reports. Their diligent efforts eventually lead them to some aspect of the Death Star's construction by way of a myriad of Imperial departments, worlds, and eventually Grand Moff Tarkin's command. The heroes then have the opportunity to interfere with the construction of a key element of the station, such as its superlaser, its power core, or its immense hyperdrive.

Catalyst: The heroes stumble onto the Horuz construction site. Perhaps they are scouts searching the Outer Rim, or maybe they have some connection to the planet Despayre. Once they have witnessed the massive space station being built, the Empire will stop at nothing to keep the secret safe, chasing the heroes to all corners of the galaxy. Life on the run thrusts the heroes into one adventure after another, culminating with their final escape—or their untimely deaths.

Adventuring Locale: The characters investigate the movements of slave species, such as the Wookiees, which eventually leads them to Despayre. After discovering that the slaves are being used on a construction project of immense scale, the heroes must fight to liberate those slaves and free them from the persecution of the Empire. While doing battle aboard the incomplete Death Star, the heroes face everything from stormtroopers to construction droids as they make their escape with freed slave laborers.

All materials for the battlestation are strip-mined directly from the Horuz system. Security is so tight that once anyone arrives insystem, he or she is never allowed to leave. It is said that only Grand Moff Tarkin, Darth Vader, and the Emperor are allowed to come and go as they see fit.

Imperial Personnel

The general personnel available to the Empire is as vast and varied as the galaxy itself. Specialized troops and agents are available for every type of mission or situation. All answer to the Emperor, though some are more loyal or fanatical to the New Order than others. All of the personnel presented here are suitable for a dark side or *Force Unleashed* campaign.

Imperial Military

The standard Imperial military forces are drawn from Human recruits and draftees across the galaxy. Each branch of service includes many similar types of soldiers, pilots, and supporting roles, though each group is trained specifically for its branch.

AT-AT Pilot

AT-AT pilots are among the best vehicle pilots the Empire has to offer. Although certain units, such as the famed Blizzard Force, feature elite pilots, the regular AT-AT pilot is formidable in his own right. They wear armored flight suits very similar to those of Imperial fighter pilots.

AT-AT Pilot **CL 2**
Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** Perception +3
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 13, Will 10
hp 15; **Threshold** 13

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged blaster pistol +5 (3d6) or
Ranged by weapon +5
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light, medium, heavy), Skill Training (Initiative), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Pilot +9
Possessions armored flight suit (+9 armor,+3 equipment), comlink, blaster pistol

AT-ST Pilot

AT-ST pilots are normally Imperial Army pilots trained specifically to handle the light and agile walker in a variety of terrain and circumstances. Given that the AT-STs operate everywhere from the wide open plains to the congested forests of Kashyyyk, it takes specialized training to be effective in all conditions. Due to the confines of their cramped cockpits, AT-ST pilots must forgo most armor other than their helmets.

AT-ST Pilot — CL 2

Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** Perception +8
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 10, Will 10
hp 15; **Threshold** 10

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged blaster pistol +5 (3d6) or
Ranged by weapon +5
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Initiative), Skill Training (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9
Possessions blast vest and helmet (+2 armor), comlink, blaster pistol

Death Star Trooper

During the construction of the Death Star, Grand Moff Tarkin trained a select fighting force specifically for the fearsome battlestation. Taken from the best Imperial Navy troopers, the new Death Star Troopers were multitalented individuals who fulfilled many combat and noncombat duties throughout the station. They received advanced combat and independent command training. They are an elite fighting force loyal to the Imperial Navy and Tarkin, as opposed to the stormtroopers who have their own command structure and were loyal to the Emperor. Elite Death Star Troopers served in the command areas, while standard troopers were found throughout the station. Their distinctive uniforms became a symbol of power.

Death Star Trooper — CL 2

Medium Human nonheroic 3/soldier 1
Force 1; **Dark Side** 3
Init +3; **Senses** Perception +7
Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 13, Will 11
hp 13; **Threshold** 13

Speed 6 squares
Melee baton +3 (1d6)
Ranged blaster pistol +5 (3d6)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Talents Demolitionist
Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +7
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Elite Death Star Trooper — CL 6

Medium Human nonheroic 3/soldier 5
Force 1; **Dark Side** 3
Init +6; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 17, Will 15
hp 35; **Threshold** 17

Speed 6 squares
Melee baton +8 (1d6+3)
Ranged blaster pistol +10 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Careful Shot, Precise Shot, Point Blank Shot

Abilities Str 12, Dex 14, Con 11, Int 10, Wis 10, Cha 10
Talents Armored Defense, Demolitionist, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Careful Shot, Point Blank Shot, Precise Shot, Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +9, Perception +9, Use Computer +9
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Imperial Army Trooper

Imperial Army troopers can be found stationed at garrisons and bases throughout the Empire. They are recruited from all Imperial systems, especially the Core Worlds. Their training focuses on ground-based combat. They often operate in conjunction with stormtroopers and other military units on the battlefield.

Imperial Army Trooper CL 1
Medium Human nonheroic 3
Dark Side 1
Init +7; **Senses** Perception +6
Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 10, Will 10
hp 8; **Threshold** 10

Speed 6 squares
Melee unarmed +3 (1d6+1)
Ranged blaster pistol +3 (3d6) or
Ranged blaster rifle +3 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +2; **Grp** +3
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8
Feats Armor Proficiency (light), Martial Arts I, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +7, Perception +6
Possessions blaster pistol, blaster rifle, blast helmet and vest (+2 armor), Imperial Army uniform, military comlink, credit chip

Imperial Navy Trooper

The basic Imperial Navy troopers are specialized in fighting aboard starships and space stations. They serve as shipboard security and fulfill other shipboard roles when their fighting skills are not required.

Imperial Navy Trooper CL 1
Medium Human nonheroic 3
Dark Side 1
Init +2; **Senses** Perception +6
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 8; **Threshold** 11

Speed 6 squares
Melee baton +2 (1d6)
Ranged blaster pistol +3 (3d6)
Base Atk +2; **Grp** +3
Atk Options Point Blank Shot, Precise Shot

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Precise Shot, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +6, Perception +6
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

Imperial Field Medic

The Imperial field medic is a highly trained medical specialist. They work medical wonders under combat conditions. Medics can be found in every branch of service. Their uniforms vary, but their skills are exemplary.

Imperial Field Medic CL 5
Medium human nonheroic 7/medic 3
Force 1; **Dark Side** 1
Init +12; **Senses** Perception +7
Languages Basic, 2 others

Defenses Ref 15 (flat-footed 13), Fort 18, Will 17
hp 41; **Threshold** 18

Speed 6 squares
Ranged blaster pistol +9 (3d6+1)
Base Atk +7; **Grp** +9
Special Actions Extra Second Wind, Shake It Off

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 14, Cha 10
Special Qualities improved first aid
Talents Battlefield Medic, Extra First Aid
Feats Armor Proficiency (light), Cybernetic Surgery, Extra Second Wind, Shake it Off, Skill Focus (Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +11, Initiative +12, Knowledge (life sciences) +13, Treat Injury +17, Survival +12
Possessions blaster pistol, Imperial medic's uniform, comlink, datapad, medical kit, 5 medpacs, surgery kit

Imperial Royal Guards

The Imperial Royal Guard is one of the most recognizable units in the galaxy, thanks to their distinctive red armor and their presence at the side of the Emperor at all public functions. Rumors about the Emperor's most loyal guards outnumber the known facts. The Royal Guard is composed of an elite stormtrooper unit, trained well beyond the standard of any other military force in the Empire. Its exact numbers are unknown, but the Guard is never dispatched along with regular stormtrooper or military units. It is unknown if the Royal Guardsmen are clones, Human recruits, or both.

Royal Guard **CL 10**
Medium Human nonheroic 6/soldier 6/elite trooper 2
Force 3; **Dark Side** 5
Init +17; **Senses** low-light vision; Perception +16
Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 23, Will 20
hp 75; **DR** 1, **Threshold** 23

Speed 4 squares
Melee force pike +14* (2d8+7) or
Melee unarmed +14 (1d6+6)
Ranged heavy blaster pistol +12 (3d8+4)
Base Atk +12; **Grp** +14
Atk Options Cleave, Flurry Attack, Point Blank Shot, Power Attack
Special Actions Harm's Way, Quick Draw

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 14, Cha 8
Special Qualities delay damage
Talents Armored Defense, Flurry Attack (force pike), Harm's Way, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Cleave, Martial Arts I, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +17, Perception +14
Possessions Royal Guard armor (+7 armor; as ceremonial armor with helmet package), force pike, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*

Imperial Sovereign Protector

The newly created Imperial Sovereign Protectors are the elite of the elite Royal Guards. Not satisfied to let any of his subjects become comfortable in their current position, the Emperor finds new ways to set the bar higher to encourage improvement and distract their attention from sensitive matters or plots of their own. At present, the Imperial Sovereign Protectors are extremely few in number. It takes years of training and the protocols are under development. A few of the elite Protectors have already been revealed as a goal-setting measure for the rest of the Emperor's guard, as well as a deterrent to those who might plan to eliminate the Emperor through force. The numbers are restricted for another reason: these elite individuals must also be able to learn rudimentary Force abilities for use in defending their sovereign and master.

Imperial Sovereign Protector **CL 14**
Medium Human nonheroic 6/soldier 6/elite trooper 6
Force 5; **Dark Side** 13
Init +21; **Senses** low light vision; Perception +18
Languages Basic

Defenses Ref 31 (flat-footed 27), Fort 27, Will 24
hp 105; **DR** 3; **Threshold** 27

Speed 4 squares
Melee double vibroblade +18* (2d10+9) or
Melee double vibroblade +16* (2d10+9) and double vibroblade +16* (2d10+9) or
Melee unarmed +18 (1d8+8)
Ranged heavy blaster pistol +18 (3d8+6)
Base Atk +16; **Grp** +18
Atk Options Flurry Attack, Point Blank Shot, Power Attack
Special Actions Harm's Way, Quick Draw

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8
Special Qualities delay damage
Talents Armored Defense, Exotic Weapon Mastery, Flurry Attack (double vibroblade), Harm's Way, Improved Armored Defense, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Martial Arts II, Point Blank Shot, Power Attack, Quick Draw, Skill Focus (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +21, Perception +16
Possessions Royal Guard armor (+7 armor; as ceremonial armor with helmet package), double vibroblade, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*

Shadow Guard

The Imperial Shadow Guard is a new fighting force. Clearly based on the Imperial Royal Guard, members of the Shadow Guard are rarely seen in public, but are dispatched on special missions as directed by the Emperor himself. The Shadow Guard wears a variation of the Royal Guard armor, albeit with an inverted red and black color scheme, which is often nearly completely black. The Shadow Guard makes use of a unique weapon, called a lightsaber pike (see page 199). that has a lightsaber blade at one end.

Imperial Shadow Guard CL 12
Medium Human nonheroic 6/soldier 6/elite trooper 1/Force adept 3
Force 3; **Dark Side** 14
Init +18; **Senses** low-light vision; Perception +17
Languages Basic

Defenses Ref 23 (flat-footed 22), Fort 25, Will 26
hp 86; **Threshold** 25

Speed 4 squares
Melee lightsaber pike +14* (3d8+11**) or
Melee unarmed +15 (1d6+7)
Ranged heavy blaster pistol +13 (3d8+5)
Fighting Space 1 square; **Reach** 2 squares (with lightsaber pike)
Base Atk +13; **Grp** +15
Atk Options Point Blank Shot, Power Attack
Special Actions Channel Aggression, Damage Reduction 10, Equilibrium
Force Powers Known (Use the Force +13): *battle strike, Force lightning, surge*
Force Techniques Force Power Mastery (*Force lightning*)

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 14, Cha 10
Special Qualities delay damage
Talents Armored Defense, Channel Aggression, Damage Reduction 10, Empower Weapon, Equilibrium, Power of the Dark Side
Feats Armor Proficiency (light, medium), Cleave, Exotic Weapon Proficiency (lightsaber pike), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Power Attack, Skill Focus (Initiative), Skill Training (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +18, Perception +17, Use the Force +13
Possessions Shadow Guard armor (+7 armor; as ceremonial armor with helmet package), lightsaber pike, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac
** Includes 1 point of Power Attack.*
*** Includes +1 damage die for Empower Weapon.*

Stormtroopers

Much like their predecessors, the clone troopers, stormtrooper types exist for every battlefield. Although everyone in the galaxy has seen a standard stormtrooper and scout troopers, the more specialized versions are rarely seen away from the battlefield.

The 501st Stormtrooper Division

The 501st Stormtrooper Division is the most feared and most respected stormtrooper force in the Empire. Its service began during the Clone Wars and will survive well beyond the Dark Times. Unlike with most clone units, the 501st designation, assignment, and mission profile carried over into the new stormtrooper corps.

The 501st is best known for the assault on the Jedi Temple under the command of Lord Vader, signaling the destruction of the Jedi Order. After that fateful day, the unit operates as Vader's personal regiment, although it carries out many other missions as directed by the Emperor. It is responsible for some of the Empire's worst atrocities. Most of its missions are highly classified, making it difficult for the Imperial Senate and others to track the group's activities.

The 501st is trained and based on Coruscant. It is deployed in smaller units as required. In the Dark Times, members of the 501st look no different from any other stormtrooper unit, but their manner and combat skills speak for themselves. The unit is most often deployed when both advanced fighting skills and a political statement are required.

Using the 501st

The 501st is the most visible stormtrooper unit in the *Star Wars* universe. It provides an easier way to bring a recognizable entity into the game other than a major villain. After all, you don't have to worry about the heroes defeating the 501st permanently, as you would, for instance, Darth Vader. Here are some suggested uses for the 501st:

- Deploy in support of Vader when he is in direct contact with the player characters.
- Attack successful resistance bases and units loyal to the heroes.
- Use as a show of force on a planet the player characters regularly visit.
- Use in support of Imperial Inquisitors when hunting Jedi heroes.
- Use as guards for important locations or individuals, perhaps as a surprise to the player characters.
- Attack or arrest outspoken anti-Imperial characters. You might want to create a cover story for their actions.

501st Legion Stormtrooper **CL 6**
Medium Human nonheroic 9/soldier 1/elite trooper 2
Dark Side 5
Init +12; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 19, Will 13
hp 41; **DR** 1; **Threshold** 19

Speed 6 squares
Melee unarmed +11 (1d6+3)
Ranged blaster rifle +11 (3d8+3) or
Ranged blaster rifle +9 (5d8+3) with Controlled Burst or
Ranged frag grenade +9 (4d6+1, 2-square burst)
Base Atk +9; **Grp** +11
Atk Options autofire (blaster rifle), Burst Fire, Controlled Burst, Point Blank Shot

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 10, Cha 8
Special Qualities delay damage
Talents Controlled Burst, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Martial Arts I, Point Blank Shot, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Endurance +11, Initiative +12, Mechanics +12, Perception +13
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Clone Trooper Veterans

Aging at twice the rate of an average Human, the original clone troopers are a rapidly vanishing force throughout the Dark Times. As they get older, they become less useful as frontline troops. The effects of aging begin to set in, and though they have years of hard combat experience under their belts, their bodies are beginning to decline. The reality of their advanced aging is something that few members of the Republic ever truly stopped to consider, and in the years following the Clone Wars the Empire must deal with the harsh reality that a large number of its veteran troops are becoming less useful on the battlefield every day.

However, the Empire is not about to let any resource go to waste, and certainly not one as experienced as the clone troopers. Aging clone troopers are regularly cycled out of frontline units and reassigned to garrisoned posts or less volatile regions. In more peaceful areas, it hardly matters that the individual filling out the armor is no longer a crack soldier. The most experienced and capable are used for training new stormtrooper units or other Imperial forces. However, few of these veteran clone troopers are capable of embracing a life behind a desk or in a training center, leading many of them to fight with suicidal recklessness rather than grow old while training nonclone recruits.

Clone Trooper Veteran **CL 3**
Medium middle age Human nonheroic 10
Dark Side 2
Init +11; **Senses** low-light vision; Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 27; **Threshold** 12

Speed 6 squares
Melee unarmed +8 (1d4+1)
Ranged blaster rifle +8 (3d8+5)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 11, Int 12, Wis 10, Cha 9
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +11, Perception +10
Possessions clone trooper armor (+6 armor, +2 equipment), blaster rifle, comlink

Spaarti Clone Troops

With the Kaminoan cloning facilities shut down and the limited number of veteran clone troopers aging quickly, the Empire began dabbling in alternative cloning techniques very early in its reign. One technique that was utilized briefly during the Clone Wars was pioneered by cloners on Cartao whose technology was based on Khommite cloning techniques. The clones produced by the Spaarti cloning method—which used cloning cylinders designed by Spaarti Creations—were fully grown and ready to fight within a year's time. Although this effort provided the Empire with a fast solution to the problem of declining troop numbers, it brought with it a large number of other problems. Clones grown in Spaarti cloning cylinders are notoriously unstable, and any clones that are incubated and grown in less than a year inevitably go insane. Additionally, Spaarti clones must have their minds formed by a process known as "flash memory," which involves writing the memories of another trooper (usually an exceptionally loyal, disciplined, and skilled warrior) to the fresh clone's brain. Imperfections in this process often result in brain damage, and even when successful, the final results are far inferior to the Kaminoan method of combat training.

Though the method of producing clones in Spaarti cloning cylinders allowed the Empire to produce more troops within a year, most of these troops were far inferior to the troopers who were veterans of the Clone Wars. Moreover, when Spaarti clones were used to supplement troopers that served in the Clone Wars, conflicts between the two types of clones sprung up almost

immediately. The clones based on Jango Fett recoiled at the thought of fighting alongside the Spaarti clones, which they saw as freakish experiments rather than trained soldiers. Additionally, Spaarti clones often displayed unstable tendencies on the battlefield, refusing to follow orders or even turning on their own allies in fits of madness. As a result of these inefficiencies, the Empire abandoned its Spaarti cloning efforts and pursued the process of recruiting soldiers for the Empire in more traditional ways. A few Spaarti clones serve in the Empire early in the Dark Times, but by the time of the Rebellion they are little more than a memory of a failed experiment.

Spaarti-Cloned Stormtrooper **CL 1**
Medium Spaarti clone Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision; Perception +3
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 9
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 8, Cha 8
Special Qualities clone madness
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +3
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Clone Madness—When a Spaarti clone is reduced to half its hit points or fewer, each round at the beginning of its turn the creature must roll 1d6 and refer to the table below. The creature is susceptible to the indicated effect until the beginning of its next turn, when a new roll is made. If the creature's hit points once again rise above half, it is no longer susceptible to clone madness (unless it again drops below half hit points).

d6	Effect
1–3	Creature acts normally.
4	Creature is confused and lashes out; it can make attacks only against the nearest target (whether that target is friend or foe).
5	Creature is distracted; it does not threaten any squares.
6	Creature is treacherous; it can make attacks only against its nearest ally.

Dark Troopers Phase Zero

Faced with an increasing shortage of experienced troops, the Empire went to great lengths to supplement its forces. In addition to the introduction of Spaarti clones and the continued training of new recruits, the Empire began implementing a gruesome program that kept veterans of the Clone Wars in the fight—at least for a little while. A secret project, codenamed Dark Trooper Phase Zero, involved taking aging clone troopers and replacing their limbs and many internal organs with cybernetic replacements. Based out of the *Empirical*, a hidden space station in the Dominus sector, the Dark Trooper Phase Zero project was overseen by a young Imperial officer by the name of Lt. Rom Mohc. Much of the same technology that was used to transform Anakin Skywalker into the cyborg Darth Vader found its way into the Dark Trooper Phase Zero project, and with moderate success. With their aging limbs and organs replaced by cybernetic parts, these clone troopers could

Phase Zero Dark Trooper **CL 3**
Medium Human (cyborg) nonheroic 10
Dark Side 2
Init +11; **Senses** darkvision; Perception +9
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 29; **DR** 5; **Threshold** 12

Speed 6 squares
Melee unarmed +11 (1d4+4)
Ranged blaster rifle +8 (3d8+5)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Careful Shot, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 18, Dex 12, Con 11, Int 12, Wis 8, Cha 9
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Mechanics +11, Perception +9
Systems darkvision, synchronized fire circuits
Possessions Phase Zero Dark Trooper armor (+6 armor, +2 equipment), blaster rifle, comlink, cybernetic replacements

Cyborg Hybrid As a cyborg hybrid, a Phase Zero dark trooper can use any type of droid system except a processor. A Phase Zero dark trooper's cybernetic enhancements include a life support system, making it immune to atmospheric and inhaled poison hazards. Like other cyborgs, Phase Zero dark troopers take normal damage from ion weapons. Additionally, a Phase Zero dark trooper's cybernetic enhancements grant DR 5.

benefit from their combat training and experience while their cybernetic limbs remained in peak condition, not suffering the effects of the clones' advanced aging.

Though none can argue that the Dark Trooper Phase Zero project managed to do what it set out to accomplish, it would be less than accurate to call the project a success. Many of these cybernetically enhanced clone troopers were chosen for the project against their will, and they found themselves turned into soldiers who were more machine than man. Many Phase Zero Dark Troopers considered themselves monstrous abominations and attempted suicide rather than live as something less than Human. In some cases the project replaced over 70% of a clone's body with mechanical parts, yet another in a long line of experiments that disregarded the humanity of the clone troopers.

Despite these drawbacks and the gruesome nature of the experiment, a significant number of Phase Zero Dark Troopers made their way onto the battlefield and were undeniably effective, combining the experience and training of veteran clone troopers with the superior physical attributes of a cyborg. As the Empire increases in power, and recruiting techniques make up for the loss of clone troopers, the Dark Trooper Phase Zero project declines and is eventually shut down. However, the effectiveness of these cybernetically enhanced troops would lead Lt. Mohc, who would eventually become a general, to convince the Emperor to reinstate the Dark Trooper project and create mechanical troops to fight the Rebellion that could operate without fear of death, aging, illness, or any other weaknesses of the flesh.

Coruscant Guard

One of the status symbols marking Coruscant as the new Imperial Center is the development of an elite stormtrooper unit specifically for police duty on the capital world. Befitting their unique status, Coruscant Guards wear distinctive red and black armor not issued to regular stormtrooper or military units. They are afforded great authority to search any dwelling or structure as well as to detain virtually any individual when investigating criminal or subversive activities. High-ranking ISB agents might call upon the Guard's services when investigating politically powerful individuals. Although only a few Guard units have been activated, their numbers are growing. Some expect that new units will also appear on important, and potentially disruptive, Core Worlds in the coming months and years.

Coruscant Guards use their helmet-mounted communications and sensory gear extensively. Commanders use an internal heads-up display to track troop movements and coordinate maneuvers quickly and efficiently. These displays are also useful for navigating Imperial Center's complex city structure.

Coruscant Guard **CL 5**
Medium Human nonheroic 6/soldier 3
Force 3; **Dark Side** 5
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 13
hp 32; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d4+2)
Melee electrostaff +8 (2d6+2)
Ranged blaster rifle +9 (3d6+1) or
Ranged stun grenade +8 (4d6+1 stun, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 13, Con 11, Int 11, Wis 10, Cha 10
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Perception +9
Possessions Electrostaff, Coruscant Guard armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), comlink, blaster rifle, 2 stun grenades

Imperial EVO Stormtrooper

The Imperial EVO "Environmental" Trooper is one of the Empire's most specialized stormtrooper units. It sports enhanced armor able to stand up to extreme environmental conditions and uses lethal flechette launchers in lieu of the standard stormtrooper blaster rifle. EVO troopers are known to operate on the junk planet of Raxus Prime, but they can be encountered wherever extreme environmental battlefield conditions exist. Some have even been deployed to the unfinished Death Star.

EVO Trooper **CL 7**
Medium Human nonheroic 6/scout 3/soldier 2
Force 1; **Dark Side** 5
Init +6; **Senses** low-light vision; Perception +12
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 21, Will 15
hp 43; **Threshold** 21

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster rifle +9 (3d8+2) or
Ranged blaster rifle +7 (4d8+2) with Rapid Shot or

Ranged flechette launcher +9 (3d8+2, 1-square splash)
Base Atk +8; **Grp** +9
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Coordinated Attack, Shake It Off

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 10, Cha 10
Talents Acute Senses, Armored Defense, Expert Tracker
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Rapid Shot, Shake It Off, Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +12, Perception +10 (can reroll, must take second result), Survival +10
Possessions EVO trooper armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment, +10 equipment bonus against airborne poisons), flechette launcher, comlink, blaster rifle

Imperial Jumptrooper

The direct successor to the Republic's acclaimed jet trooper clones, the Jumptrooper is assigned to the battlefields that have the most treacherous terrain. Expertly trained in the use of his jetpack, the Jumptrooper uses it to maximum effect, aided by a devastating rail detonator gun that enables him to eliminate targets from any angle he chooses. Jumptroopers are known to be deployed to almost any battlefield, including Kashyyyk, Felucia, and the unfinished Death Star.



Jumptrooper | Stormtrooper Commander | Shadow Guard | EVO Stormtrooper

Jumptrooper **CL 7**
Medium Human nonheroic 4/scout 3/soldier 3
Force 1; **Dark Side** 5
Init +8; **Senses** low light vision; Perception +12
Languages Basic

Defenses Ref 24 (flat-footed 21), Fort 20, Will 16
hp 51; **Threshold** 20

Speed 6 squares, fly 6 squares (jetpack)
Melee unarmed +9 (1d4+4)
Ranged blaster rifle +12 (3d8+3) or
Ranged rail detonator gun +12 (3d8+3, 1-square splash)
Base Atk +8 **Grp** +10
Atk Options autofire (blaster rifle), Keen Shot, Point Blank Shot, Precise Shot, Running Attack, Strafe
Special Actions Shake It Off

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 10
Talents Acute Senses, Armored Defense, Improved Armored Defense, Keen Shot
Feats Armor Proficiency (light, medium), Point Blank Shot, Precise Shot, Running Attack, Shake It Off, Skill Training (Jump), Strafe, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Jump +11, Perception +12 (can reroll, must take second result), Stealth +13
Possessions rail detonator gun, blaster rifle, Jumptrooper armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), jetpack, comlink

Imperial Radiation Zone Trooper

Radtroopers are one of the most obscure types of stormtroopers, rarely seen except on the highly unusual battlefields for which they are trained and equipped: heavy radiation zones. Radtroopers wear a distinctive silver and black variation on standard stormtrooper armor that contains alloys and polymers that allow them to move unhindered through hazardous radiation zones. The troops are proficient with light weapons of all types, demolitions, and specialized, high-powered blasters that are not hampered by interference from radiation fields. They also carry antiradiation survival equipment and medical supplies, in case their armor becomes perforated in combat.

Imperial Radiation Zone Trooper (Radtrooper) **CL 4**
Medium Human nonheroic 6/soldier 2
Force 1; **Dark Side** 5
Init +5; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 19 (25 against radiation), Will 14
hp 34; **Threshold** 19

Speed 6 squares
Melee unarmed +7 (1d6+2)
Ranged blaster carbine +8 (3d8+1) or
Ranged frag grenade +7 (4d6+1, 2-square burst)
Base Atk +6; **Grp** +7
Atk Options autofire (blaster carbine)
Special Actions Coordinated Attack

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10
Talents Demolitionist
Feats Armor Proficiency (light), Coordinated Attack, Martial Arts I, Skill Training (Mechanics), Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Mechanics +9, Perception +11, Survival +9
Possessions blaster carbine, 2 frag grenades, Radtrooper armor with helmet package (+6 armor bonus, +4 equipment, +10 equipment bonus to Fortitude Defense against radiation hazards), comlink, radiation survival kit

Stormtrooper Commander

Stormtrooper units maintain a self-contained command structure outside of the regular Imperial military machine. As such, they have their own commanders and officers, well trained to get the most out of their units. These leaders are given training based on the ARC troopers of the Clone Wars, thereby allowing them greater latitude in judgment than the average stormtrooper.

Stormtrooper Commander **CL 6**
Medium Human nonheroic 6/soldier 2/officer 2
Force 3; **Dark Side** 5
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 18
hp 35; **Threshold** 18

Speed 6 squares
Melee unarmed +9 (1d4+3)
Ranged blaster rifle +10 (3d8+2) or
Ranged blaster rifle +5 (3d8+2) and blaster rifle +5 (3d8+2) with Double Attack
Base Atk +8; **Grp** +9
Atk Options autofire (blaster rifle), Double Attack (rifles), Point Blank Shot
Special Actions Assault Tactics, Coordinated Attack, Indomitable

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 11
Special Qualities command cover, share talent (Indomitable)
Talents Assault Tactics, Indomitable

Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (rifles), Skill Training (Knowledge [tactics]), Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +10, Knowledge (tactics) +10, Perception +10
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, 2 frag grenades, utility belt with medpac

COMPNOR OPERATIVES

COMPNOR Operatives come in all levels of ability and experience. The most commonly encountered types are presented below.

COMPFORCE ASSAULT TROOPER

The standard trooper of COMPNOR's military branch is the assault trooper. Although only moderately trained, these troopers often make up for their lack of skill or quality with determination, tenacity, and near-fanaticism. Regular Imperial military personnel question their abilities, but none question their toughness. Also, despite protests from the military, CompForce units benefit from their privileged status as New Order devotees by receiving quality equipment. As such, they have their own distinctive uniforms, medium armor, and excellent weaponry.

CompForce Assault Trooper CL 3
Medium Human nonheroic 7
Force 1; **Dark Side** 4
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 14, Will 10
hp 38; **Threshold** 14

Speed 4 squares
Melee unarmed +7 (1d4+2)
Ranged heavy blaster pistol +6 (3d8) or
Ranged blaster rifle +6 (3d8) or
Ranged frag grenade +6 (4d6, 2-square burst)
Base Atk +5; **Grp** +7
Atk Options autofire (blaster rifle)
Special Actions Extra Second Wind

Abilities Str 14, Dex 12, Con 14, Int 9, Wis 10, Cha 9
Feats Armor Proficiency (light, medium), Extra Second Wind, Toughness, Weapon Proficiency (rifles, pistols, simple weapons)
Skills Endurance +10, Perception +8
Possessions medium battle armor (+8 armor bonus, +2 equipment bonus), comlink, credit chip, heavy blaster pistol, blaster rifle with enhanced low-light scope, 2 frag grenades, electrobinoculars, utility belt

ISB FIELD AGENT

To average citizens, an ISB field agent appearing at the door is one of their worst fears come true. Although ISB agents cannot stand against true military power, they are more than adequate to intimidate the local populace and low-level officials. Since they are not elite fighting units, ISB agents receive basic combat training along with specialized surveillance and interrogation training.

Imperial Security Bureau Agent CL 4
Medium Human nonheroic 3/scout 3
Force 5; **Dark Side** 5
Init +5; **Senses** Perception +8
Languages Basic, High Galactic

Defenses Ref 15 (flat-footed 13), Fort 13, Will 11
hp 27; **Threshold** 13

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster pistol +6 (3d6+1)
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 10, Cha 12
Talents Acute Senses, Improved Stealth
Feats Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Endurance +9, Gather Information +14, Perception +8 (can reroll, must take second result), Persuasion +9, Stealth +9 (can reroll, must take second result)
Possessions blaster pistol, ISB uniform or street clothes, encrypted comlink, credit chip, blaster pistol, datapad

ISB OFFICER

Unlike standard ISB agents, ISB officers are feared by Imperial citizens, military, and government leaders alike. ISB officers are suspicious of all, so everyone is naturally on guard while in their presence. ISB officers are trained in advanced surveillance and investigation techniques. They often possess a way with words that strikes fear into their foes and allies alike.

Imperial Security Bureau Officer CL 9
Medium Human noble 4/scout 3/enforcer 2
Force 5; **Dark Side** 6
Init +10; **Senses** Perception +10
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese

Defenses Ref 26 (flat-footed 24), Fort 21, Will 22
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d6+4)
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +7
Atk Options Charging Fire, Cover Bracing, Point Blank Shot, Precise Shot
Special Actions Demand Surrender, Presence, Shake It Off, Surveillance, targeted suspect +1

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 12, Cha 14
Talents Acute Senses, Cover Bracing, Demand Surrender, Surveillance, Presence
Feats Charging Fire, Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Training (Endurance), Skill Focus (Gather Information), Skill Focus (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +11, Endurance +10, Gather Information +16, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Perception +10 (can reroll, must take second result), Persuasion +16, Stealth +10, Use Computer +11
Possessions blaster pistol, ISB uniform, encrypted comlink, credit chip, blaster pistol, datapad

Targeted Suspect If an ISB officer spends a full-round action observing an opponent in combat, he gains a +1 bonus on attack rolls and Deception, Perception, and Persuasion checks. The benefits last for the remainder of the encounter. He cannot use this ability until after his opponent has acted during combat.

"WHAT WE SAY IS PRINCIPLE, WHAT WE DECIDE IS REGULATION, WHAT WE DO IS LAW."

– ISB AGENT DRELFIN

IMPERIAL SECRET FORCES AND AGENTS

As the Empire grows in power and reach, the variety of agents and operatives expands to fulfill a wide range of roles, each selected specifically by the Emperor. These are among the most secret operatives at Palpatine's command. Some, such as the Emperor's Hands and Imperial Inquisitors, are not meant to be completely secret, but rather intimidating and fearsome agents whom high-ranking officers and officials are reluctant to cross.

Certain agents, particularly those working in and around the Emperor's fortress world of Byss, are hidden from the public and the vast majority of Imperial officials. Unlike with the Emperor's Hand or Inquisitors, rumors of these agents are mercilessly squashed, and those who discover them are hunted without end.

EMPEROR'S HAND

Every Emperor's Hand is a highly specialized individual, selected by the Emperor for ability with the Force and loyalty to Palpatine. Very few Imperial officers or officials dare refuse to help when an Emperor's Hand appears in their midst. Many don't believe they exist, until confronted with an authorization code that demands any and all aid, as if the Emperor himself is requesting it. And in many ways, he is. Each Emperor's Hand believes that he or she is the only one, a belief bestowed by the Emperor and encouraged by Darth Vader and the rest of Palpatine's inner circle. Although no "standard" Emperor's Hand exists, many of the individuals share similar basic abilities. Below is a prototypical Emperor's Hand, ready to be adapted for the Gamemaster's campaign.

Emperor's Hand CL 15
Medium Human scout 5/scoundrel 5/Force adept 5
Force 6; **Dark Side** 12
Init +15; **Senses** Perception +13
Languages Basic

Defenses Ref 32 (flat-footed 28), Fort 19, Will 22; Dodge, Mobility
hp 112; **Threshold** 19

Speed 6 squares
Melee lightsaber +12 (2d8+8) or
Melee lightsaber +7 (2d8+8) and lightsaber +7 (2d8+8) with Double Attack or
Melee unarmed +10 (1d6+8)
Ranged heavy blaster pistol +12 (3d8+7)
Base Atk +9; **Grp** +12
Atk Options Double Attack (lightsabers), Point Blank Shot, Running Attack, Skirmisher
Special Actions Force Focus, Shake It Off, Telekinetic Savant

Force Powers Known (Use the Force +15): *Force disarm, Force thrust, move object, surge*
Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 16
Talents Force Focus, Force Recovery, Force Talisman, Greater Force Talisman, Power of the Dark Side, Skirmisher, Surefooted, Swift Power, Telekinetic Savant
Feats Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Martial Arts I[H], Mobility, Point Blank Shot, Running Attack, Shake It Off, Vehicular Combat, Weapon Finesse (lightsaber), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Knowledge (galactic lore) +13, Mechanics +13[H], Perception +13, Pilot +15, Stealth +15, Use the Force +15
Possessions lightsaber, encrypted comlink with holo capability, credit chip, heavy blaster pistol, Greater Force Talisman (+1 all defenses)
H *Human bonus feat or trained skill*

Imperial Dungeoneer

The Imperial dungeoneer is among the newest of the Empire's armored soldiers. As the Empire grows, so does the resolve and strength of its enemies. Some of the most powerful beings in the galaxy oppose the Emperor, such as the remaining Jedi, other Force-using splinter groups, dedicated warriors, and even influential political figures. As such, heavily fortified prisons are being established in isolated regions of the Empire to hold these dangerous individuals. The existence and location of a few prisons are public knowledge. However, the ultrahigh-security prisons and many slave labor camps are closely kept secrets, far away from the prying eyes of the Imperial Senate and answerable only to the Emperor. Known prisons are nominally under the control of Imperial Intelligence. Control of slave labor camps varies, and only the most secret ones use dungeoneers.

Such facilities require specialized, well-trained, and loyal guards able to fight exterior threats as well as keeping the prisoners from escaping. The Imperial dungeoneers are trained specifically for this purpose. Some dungeoneers are recruited from the military, but most are clones. They are barely seen outside their prisons, and only on those rare occasions when they must take custody of a dangerous prisoner onsite. Dungeoneers are trained to use light and heavy armor customized to their task. When using heavy armor they are actually locked in, with the electronic keys held elsewhere, to prevent prisoners from taking and using their armor in an escape attempt.

Imperial Dungeoneer **CL 5**
Medium Human nonheroic 6/soldier 4
Force 3; **Dark Side** 8
Init +6; **Senses** Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 18, Will 14
hp 39; **Threshold** 18

Speed 6 squares
Melee unarmed +11 (1d6+5) or
Melee neuronic whip +11 (2d8+5 stun) or
Melee vibroblade +11 (2d6+5)
Ranged blaster pistol +9 (3d6+2) or
Ranged stun grenade +9 (4d6+2, 2-square burst)
Base Atk +8; **Grp** +11
Atk Options Crush, Pin, Point Blank Shot, Trip (with neuronic whip)

Abilities Str 16, Dex 12, Con 12, Int 9, Wis 10, Cha 9
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium, heavy), Crush, Exotic Weapon Proficiency (neuronic whip), Martial Arts I, Pin, Point Blank Shot, Weapon Proficiency (rifles, pistols, simple weapons)
Skills Perception +10, Persuasion +6
Possessions blast helmet and vest (+2 armor bonus), blaster pistol, stun grenade, vibroblade, neuronic whip, comlink, binder cuffs

When using heavy dungeoneer armor (heavy battle armor with helmet package: +10 armor bonus, +2 equipment bonus, +2 bonus on Perception checks, low-light vision, with built in comlink, audio and video recorders), the Imperial dungeoneer has the following altered statistics.

Senses low-light vision; Perception +12
Defenses Ref 24 (flat-footed 22), Fort 20, Will 14
Speed 4 squares

Imperial Intelligence Agent

Imperial Intelligence agents are highly specialized operatives, often operating deep undercover in organizations, governments, and corporations across the galaxy. Unlike their ISB counterparts, Imperial Intelligence agents strive to provide objective reports, without undue focus on political concerns. They take their secrecy very seriously and rarely identify themselves as agents to anyone outside Imperial Intelligence, unless the situation absolutely warrants such disclosure. Intelligence agents are highly trained for their roles. Although all agents receive ample training on surveillance and analysis techniques, they often also train to best fit in with their cover stories. This could require them to learn skills outside their normal areas of expertise. Although the agent presented below is

appropriate for a variety of missions, the Gamemaster is encouraged to create other kinds of agents, utilizing standard classes and prestige classes appropriate to an individual's cover story.

Imperial Intelligence Agent **CL 5**
Medium Human nonheroic 4/scout 4
Force 1; **Dark Side** 2
Init +5; **Senses** Perception +10
Languages Basic, Bocce, High Galactic

Defenses Ref 17 (flat-footed 15), Fort 18, Will 15
hp 44; **Threshold** 18

Speed 6 squares
Melee unarmed +6 (1d6+2)
Ranged blaster pistol +7 (3d6+2)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Running Attack
Special Actions Shake It Off

Abilities Str 11, Dex 12, Con 13, Int 14, Wis 12, Cha 12
Talents Acute Senses, Improved Stealth
Feats Martial Arts I, Point Blank Shot, Running Attack, Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Gather Information +15, Perception +10 (can reroll, must take second result), Persuasion +15, Stealth +10 (can reroll, must take second result), Use Computer +11
Possessions datapad, comlink, credit chip, blaster pistol

Imperial Inquisitor

Imperial Inquisitors vary greatly in ability and focus, usually as a result of the source and extent of their Force training. Although powerful and higher-ranking Inquisitors might receive some modicum of training from Jedi or other Force-users, many of the lesser Inquisitors focus their attention on skills and powers related to interrogation techniques. The inquisitor presented here is typical of this type.

"The galaxy is hungry for leadership. It is looking to humans and those like us to be powerful and strong."

– High Inquisitor Tremayne

Imperial Inquisitor **CL 13**
Medium Human Jedi 3/scout 4/noble 2/Force adept 4
Force 6; **Dark Side** 14
Init +12; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 26 (flat-footed 25), Fort 25, Will 29; Dodge, Mobility
hp 84; **Threshold** 30

Speed 6 squares
Melee lightsaber +11 (2d8+6) or
Melee lightsaber +9 (3d8+6) with Rapid Strike
Ranged blaster pistol +11 (3d6+6)
Base Atk +10; **Grp** +11
Atk Options Rapid Strike
Special Actions Equilibrium, Force Focus, Force Haze, Presence
Force Powers Known (Use the Force +13): *battle strike, Force grip, mind trick, move object, rebuke* (2)
Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 10, Dex 12, Con 10, Int 13, Wis 14, Cha 14
Talents Equilibrium, Evasion, Force Focus, Force Haze, Force Interrogation, Inquisition, Presence
Feats Dodge, Force Sensitivity, Force Training (2), Improved Defenses, Improved Damage Threshold, Linguist, Mobility, Rapid Strike, Skill Training (Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Initiative +12, Knowledge (bureaucracy) +12, Perception +13, Persuasion +13, Use the Force +13
Possessions lightsaber, comlink, blaster pistol, datapad, credit chip

Imperial Sentinel

Imperial Sentinels are among the most mysterious of the Emperor's agents. To date, only a handful of these mute, armored giants have briefly appeared in public, usually to take custody of particular prisoners (often Jedi) while in transit to Imperial Center or secret locations. Some speculate that the sentinels are droids or an alien species, though the latter theory is discounted given the Empire's new antialien agenda. The truth is far darker than any people suspect. The Sentinels are an early experiment of the Emperor and his inner circle of dark side users to develop a class of beings completely subservient to their will. Using hidden cloning facilities on Byss, they corrupt a clone's development physically and through the dark side of the Force, creating a huge, strong, but nearly mindless individual completely subservient to its masters. Since they are in the early stages of development, it is rare for Sentinels to be seen outside of Byss. However, they are occasionally brought forth to take custody of Force-using prisoners or for limited field-testing. The inner circle estimates it will be decades before control of the Sentinels will be fine-tuned enough for their widespread use, appropriately

about the time the other denizens of Byss are expected to be ready for their galactic deployment.

Imperial Sentinel **CL 3**
Large modified Human nonheroic 6
Dark Side 6
Init +12; **Senses** Perception +6
Languages Basic

Defenses Ref 20 (flat-footed 17), Fort 17, Will 9 (14 against Use the Force checks)
hp 39; **Threshold** 22

Speed 4 squares
Melee unarmed +8 (1d8+5) or
Melee vibro-ax +8 (2d10+10)
Ranged by weapon +7
Fighting Space 2×2; **Reach** 2 squares
Base Atk +4; **Grp** +14
Special Actions Point Blank Shot

Abilities Str 20, Dex 18, Con 18, Int 6, Wis 6, Cha 4
Special Qualities Force resistance
Feats Armor Proficiency (light, medium), Improved Defenses, Martial Arts I, Point Blank Shot, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +12, Perception +6
Possessions battle armor, vibro-ax

Force Resistance—+5 species bonus to Will Defense against any Use the Force check.

Noghri Warriors and Assassins

Early in the Dark Times, Lord Vader became aware of the decimated planet of Honoghr and its tough, gray-skinned sentient species, the Noghri. Under the guise of providing Imperial aid to restore Honoghr to its former glory, Vader was successful in indebting the Noghri clans to himself and the Empire. At his disposal is an elite force of Noghri warriors, skilled infiltrators and deadly assassins. They serve Vader willingly in repayment for his effort to save their world. In reality, the Noghri are dependent on the Empire for their very existence.

The Noghri are small and fearsome. They prefer to use primitive weapons and hand-to-hand combat. They operate in near total secrecy. They are off-world only when carrying out missions for Darth Vader, at which time Vader's agents always accompany them to facilitate travel and mission logistics and ensure their secrecy. Noghri are fierce and dedicated fighters, with little understanding of humor even in their most relaxed moments. When operating on a mission, they are completely consumed by the task until its completion.

Noghri Species Traits

Ability Modifiers: +2 Dexterity, +2 Wisdom, –4 Charisma. Noghri are quick and wise, but serious and not very personable.

Small Size: As Small creatures, Noghri have a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Noghri base speed is 4 squares.

Primitive: Noghri do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants any of these feats.

Conditional Bonus Feat: Noghri are quick and agile fighters. A Noghri that has a Dexterity of 13 or higher gains Running Attack as a bonus feat.

Scent: Noghri have an extremely strong sense of smell. At close range (within 10 squares), Noghri ignore concealment and cover for the purpose of Perception checks, and they take no penalty for poor visibility when tracking (see "Survival," page 73 of the Saga Edition core rulebook).

Automatic Languages: Noghri speak Honoghran.

Noghri Warrior **CL 6**
Small Noghri scout 3/soldier 3
Force 5; **Dark Side** 3
Init +11; **Senses** scent; Perception +9
Languages Honoghran

Defenses Ref 23 (flat-footed 18), Fort 20, Will 17; Dodge, Mobility
hp 56; **Threshold** 20

Speed 4 squares
Melee unarmed +5 (1d6+5) or
Melee knife +5 (1d4+5)
Ranged Stokhli spray stick +7 (3d8+3 stun)
Base Atk +4; **Grp** +7
Atk Options Devastating Attack (rifles), Melee Smash, Running Attack
Special Actions Shake It Off

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 8
Talents Devastating Attack (rifles), Improved Stealth, Hidden Movement, Melee Smash
Feats Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (spray stick), Martial Arts I, Martial Arts II, Mobility, Running Attack, Shake It Off, Weapon Proficiency (simple weapons)
Skills Climb +9, Endurance +9,Initiative +11, Perception +9, Stealth +11 (can reroll, must take second result)
Possessions Stokhli spray stick, knife, primitive clothing

Noghri Infiltrator **CL 11**
Small Noghri scout 3/soldier 4/infiltrator 4
Force 5; **Dark Side** 8
Init +13; **Senses** scent; Perception +16
Languages Honoghran

Defenses Ref 30 (flat-footed 25), Fort 24, Will 24; Dodge, Mobility
hp 84; **Threshold** 24

Speed 4 squares
Melee combat gloves +11 (1d6+9) or
Melee combat gloves +6 (1d6+9) and
combat gloves +6 (1d6+9) with Double Attack or
Melee combat gloves +11 (2d6+9 stun) with unarmed stun or
Melee knife +11 (1d4+8)
Ranged Stokhli spray stick +12 (3d8+5 stun)
Base Atk +9; **Grp** +12
Atk Options Concealed Weapon Expert, Devastating Attack (rifles), Double Attack (simple weapons), Melee Smash, Running Attack
Special Actions Shake It Off, Silent Takedown, unarmed stun

Abilities Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8
Special Qualities lead infiltrator, unarmed stun (+1 die)
Talents Concealed Weapon Expert, Devastating Attack (rifles), Improved Stealth, Hidden Movement, Melee Smash, Silent Takedown
Feats Armor Proficiency (light), Dodge, Double Attack (simple weapons), Exotic Weapon Proficiency (spray stick), Martial Arts I, Martial Arts II, Mobility, Running Attack, Shake It Off, Skill Focus (Perception), Weapon Proficiency (simple weapons)
Skills Climb +12, Endurance +11, Initiative +13, Perception +16, Stealth +13 (can reroll, must take second result)
Possessions combat gloves, Stokhli spray stick, knife, primitive clothing

Imperial Personalities

Using well-known characters from the *Star Wars* movies and Expanded Universe in your game provides players with an opportunity to interact with their favorite heroes or villains. However, since these characters generally cannot be allowed to suffer undue effects, such as harm or death, you should control exactly how much interaction is allowed.

Offscreen Adversary or Leader: Using this approach, the named character is never directly in contact with the player characters. All assignments, news, materials, and contacts are carried out through intermediaries such as important staffers, underlings, electronic messages, and so forth. You might want to create a character of your own to act as the intermediary. This approach is especially useful when a high-ranking official, such as an Imperial Senator, is serving as the group's patron. Perhaps as the characters become more powerful or complete a vital mission, they are rewarded with a face-to-face encounter with their powerful ally.

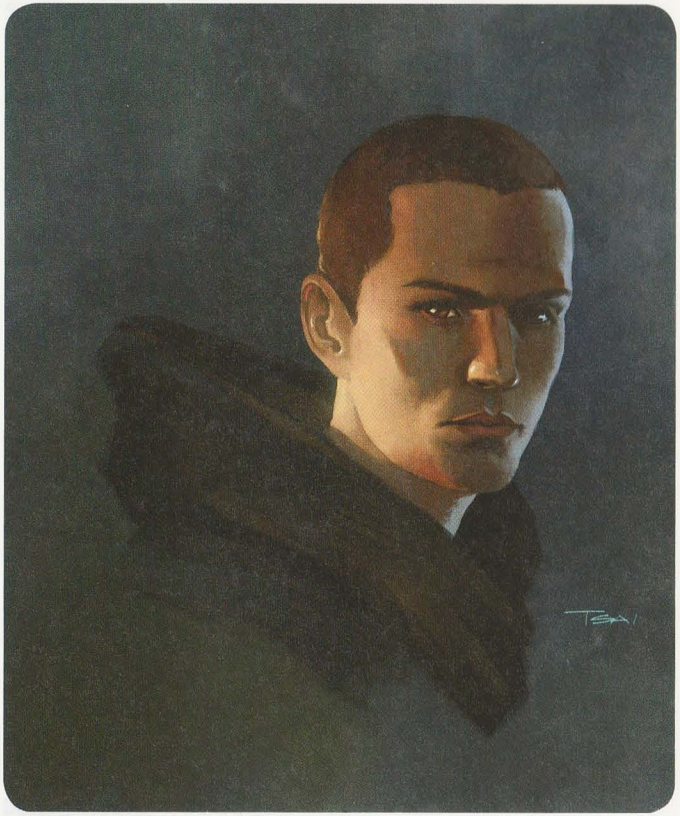
Climactic Encounter: The named character remains offscreen until the final episode or encounter of the campaign. The story, or the named character's history, might limit the character's actions, but since plenty of history goes unrecorded, the Gamemaster is allowed some leeway when using this approach. If the character is an enemy, be sure to stage the encounter to allow for escape or overwhelming backup to keep the character alive in the face of enthusiastic and creative players.

Regular Interaction: This approach works best when used with allied named characters who personally dole out assignments. Enemies might be a constant annoyance or danger—such as the ISB agent who always seems to be around at the most inopportune moments. You can also create scenes using both named enemies and allies. For example, if the characters work for Mon Mothma, they might witness direct confrontations between her and ISB Agent Wullf Yularen, who could, in turn, be interested in what the characters are up to. Although Yularen might not investigate personally, he could appear in a final scene to oversee a trap or an unusual situation.

Darth Vader's Secret Apprentice

The Sith Rule of Two was created by Darth Bane to keep the Sith from destroying themselves as they had done in the past. Darth Vader, however, disregarded this rule when he began training his own apprentice to fight the Emperor. Taken as a boy from the planet Kashyyyk where his father, a Jedi on the run, had been hiding him, this apprentice (who would go by the callsign "Starkiller") was raised to use the power of the dark side from an early age. By the time he reached adulthood, Vader's apprentice was among the most powerful Force-users in the galaxy thanks to the tutelage of his Sith Master. Vader kept this apprentice secret from the Emperor, hoping to use the boy when the time was right to overthrow Darth Sidious, just as he would attempt to convince Luke Skywalker to do.

Vader's apprentice was both strong in the Force and incredibly aggressive. As a teenager, the apprentice was already more powerful than many Jedi Knights had been during the Clone Wars, and it was only Darth Vader's incredible power and skill that allowed him to defeat the boy in combat. Vader's apprentice underwent a grueling training program from the time he was a young boy, and eventually he was sent on a number of incredibly dangerous assignments, including several missions to exterminate exiled Jedi Knights. Operating in secret, Vader's apprentice hunted down and killed Jedi Masters such as Kazdan Paratus and Shaak Ti, and nearly destroyed Jedi Master Rahm Kota as well.



It would later be Master Kota and a young Imperial pilot named Juno Eclipse who would bring Vader's apprentice back from the brink of being lost to the dark side forever. Vader commanded his apprentice to rally the enemies of the Empire, including Bail Organa, Mon Mothma, and General Garm Bel Iblis, to form a coalition against the Empire. At the moment when he had finally gathered them all together, the apprentice found Darth Vader waiting to spring the trap. Eventually, Vader's apprentice would turn on both him and the Emperor, rescuing the captive leaders from the Death Star and fighting off the two Sith Lords with the help of Master Kota.

Darth Vader's Secret Apprentice (as of the Battle of Callos) **CL 14**
Medium human Jedi 7/Jedi Knight 3/Sith apprentice 3/Sith Lord 1
Destiny 3; **Force** 6; **Dark Side** 15
Init +13; **Senses** Perception +9
Languages Basic

Defenses Ref 27 (flat-footed 26), Fort 27, Will 28; Block, Deflect
hp 118; **Threshold** 27

Speed 6 squares
Melee lightsaber +18 (2d8+15) or
Melee lightsaber +16 (3d8+15) with Rapid Strike or
Melee lightsaber +20 (3d8+22) with Rapid Strike and Powerful Charge
Base Atk +14; **Grp** +17
Atk Options Powerful Charge, Rapid Strike
Special Actions Juyo, Redirect Shot, Soresu, Telekinetic Savant, temptation
Force Powers Known (Use the Force +20): *corruption, Force grip, Force lightning* (2), *Force slam, Force thrust, mind trick, move object* (3), *repulse, surge*
Force Techniques Improved Force Thrust, Improved Repulse

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 15, Cha 16
Special Qualities fearless, temptation
Talents Block, Dark Side Adept, Deflect, Juyo, Redirect Shot, Soresu, Telekinetic Prodigy, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Force Sensitivity, Force Training (3), Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Unleashed, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Use the Force +20
Possessions lightsaber, dark clothing, comlink

Captain Jan Dodonna

During the Clone Wars, Captain Dodonna was one of the Republic Navy's finest Star Destroyer captains. His new, effective tactics, created with longtime friend Adar Tallon, had a far-reaching effect on Republic warfare and, later, Imperial naval forces.

Dodonna has great misgivings about the new Empire. He resents the fact that his tactics and methods are being used for totalitarian purposes. He has retired from military service to his own moon, Brelor of the planet Commenor, courtesy of the Empire. Though he refuses to publicly criticize the new government, his friends believe it is only a matter of time before the Empire decides he is too old and too resistant to its methods of persuasion and retraining.

Jan Dodonna **CL 8**
Medium Human noble 5/soldier 2/officer 1
Destiny 1; **Force** 5; **Dark Side** 3
Init +9; **Senses** Perception +11
Languages Basic, Bocce, Bothan, Cerean, Durese, High Galactic, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 20, Will 22
hp 48; **Threshold** 20

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +6 (3d6+4)
Base Atk +6; **Grp** +6
Atk Options Point Blank Shot
Special Actions Battle Analysis, Born Leader, Coordinate +1, Coordinated Attack, Deployment Tactics, Inspire Confidence

Abilities Str 8, Dex 10, Con 10, Int 16, Wis 15, Cha 15
Talents Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Inspire Confidence
Feats Armor Proficiency (light), Coordinated Attack, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Knowledge [technology]), Skill Training (Mechanics), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (physical sciences) +12, Knowledge (tactics) +17, Knowledge (technology) +17, Mechanics +12, Perception +11, Persuasion +9, Pilot +9, Use Computer +12
Possessions Imperial uniform, code cylinder, comlink, blaster pistol

Captain Juno Eclipse

A gifted pilot and skilled mechanic, Captain Juno Eclipse is a multitalented Imperial officer whose skills in a cockpit earned her the leadership of Darth Vader's Black Eight Squadron. A model officer from Corulag, Captain Eclipse was the youngest student ever to be accepted into the Imperial Academy, where she excelled in a number of fields. Captain Eclipse led Black Eight Squadron for several years, with her service culminating at the Battle of Callos, where she and her squadronmates destroyed the planet under orders from Darth Vader himself.

Following her time in Black Eight Squadron, Captain Eclipse was transferred to serve as the personal shuttle pilot of Darth Vader's secret apprentice. Charged with piloting and maintaining the *Rogue Shadow*, Captain Eclipse served with distinction and struck up a relationship with Vader's apprentice that would eventually lead to their working together against the Empire. Captain Eclipse was tortured aboard the *Empirical*, a secret research station in the Dominus system, and was branded a traitor to the Empire for aiding Vader's apprentice and piloting his ship.

Juno Eclipse (as of the Battle of Callos) **CL 11**
Medium human soldier 6/noble 1/ace pilot 3/officer 1
Force 3; **Dark Side** 4
Init +14; **Senses** Perception +12
Languages Basic, Binary (can't speak), Bocce, Huttese, Rodese, Shyriiwook

Defenses Ref 29 (flat-footed 25), Fort 23, Will 27
hp 81; **Threshold** 23

Speed 6 squares
Ranged blaster pistol +13 (3d6+5)
Base Atk +9; **Grp** +13
Atk Options Careful Shot, Cover Fire, Expert Gunner, Point Blank Shot, Precise Shot, Quick Trigger
Special Actions Assault Tactics, Battle Analysis, Commanding Presence, Inspire Confidence

Abilities Str 8, Dex 18, Con 10, Int 14, Wis 14, Cha 14
Special Qualities vehicle dodge +1
Talents Assault Tactics, Battle Analysis, Commanding Presence, Cover Fire, Expert Gunner, Inspire Confidence, Quick Trigger
Feats Armor Proficiency (light, medium), Careful Shot, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Pilot), Skill Focus (Use Computer), Skill Training (Knowledge [life sciences]), Skill Training (Persuasion), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +14, Knowledge (life sciences) +12, Knowledge (tactics) +12, Mechanics +12, Persuasion +12, Pilot +19, Perception +12, Use Computer +17
Possessions blaster pistol, Imperial officer's uniform, code cylinder, comlink, datapad, toolkit

Armand Isard

Armand Isard is the current Director of Imperial Intelligence. An ambitious man, he began his career in the Senate Bureau of Intelligence. With the Republic declining rapidly, Isard helped orchestrate the creation of Imperial Intelligence and became its first publicly known director. It is unknown how his relationship works with the members of the otherwise secretive Ubiqtorate—if he commands them, or they oversee him. Isard has been known to alert Inquisitor Tremayne about suitable targets and prisoners for interrogation.

Armand Isard **CL 6**
Medium Human noble 5/scout 1
Force 2; **Dark Side** 5
Init +9; **Senses** Perception +10
Languages Basic, Cerean, Durese, High Galactic, Huttese, Mon Calamarian

Defenses Ref 20 (flat-footed 19), Fort 18, Will 21
hp 37; **Threshold** 18

Speed 6 squares
Melee unarmed +3 (1d4+3)
Ranged blaster pistol +4 (3d6+3)
Base Atk +3; **Grp** +4
Atk Options Melee Defense, Point Blank Shot, Precise Shot
Special Actions Inspire Confidence

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16
Talents Acute Senses, Connections, Educated, Inspire Confidence
Feats Armor Proficiency (light), Improved Defenses, Linguist, Melee Defense, Point Blank Shot, Precise Shot, Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +9, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +10 (can reroll, must take second result), Persuasion +11, Stealth +9, Use Computer +10
Possessions Imperial uniform, datapad, code cylinder, comlink, credit chip, blaster pistol

Commander Crix Madine

Commander Crix Madine is a young, confident officer of the Imperial Army. He is experienced beyond his years, due to his active development of Imperial special forces. Madine's current assignment is to develop new, elite commando units within the stormtrooper corps. Many think him arrogant, but all acknowledge his effectiveness and loyalty. He appears to be on the fast track for promotion and influential assignments.

Crix Madine **CL 8**
Medium Human scout 3/soldier 4/officer 1
Destiny 1; **Force** 1; **Dark Side** 1
Init +6; **Senses** Perception +12
Languages Basic, Bothese, Ithorese

Defenses Ref 23 (flat-footed 20), Fort 21, Will 25
hp 68; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d6+5) or
Melee vibroblade +8 (2d6+5)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Battle Analysis, Indomitable, Shake It Off

Abilities Str 12, Dex 14, Con 13, Int 14, Wis 15, Cha 11
Talents Acute Senses, Assault Tactics, Battle Analysis, Improved Stealth, Indomitable
Feats Armor Proficiency (light), Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Stealth), Skill Focus (Survival), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +10, Knowledge (tactics) +11, Mechanics +11, Perception +12 (can reroll, must take second result), Pilot +11, Stealth +16 (can reroll, must take second result), Survival +12, Swim +10
Possessions Imperial uniform, comlink, code cylinder, datapad, blaster pistol, survival kit, vibroblade



Crix Madine

Captain Gilad Pellaeon

Gilad Pellaeon is a dedicated soldier of the Empire and a former captain in the Republic Navy during the Clone Wars, a young naval officer of great integrity and military prowess. He was so enthusiastic about joining the old Republic armed forces that he lied about his age to enter the prestigious Raithal Academy. After graduating with honors, he went on to receive commendations for fighting pirates, eventually taking part in the ongoing sweep against pirate activity throughout the galaxy. Pellaeon is known as a

loyal and competent officer. In fact, he embodies the ideal Imperial officer. He is professional, well trained, and above the corruption, arrogance, and rampant ambition common among too many Imperial commanders. Pellaeon will have a long and eventful career spanning five decades.

Gilad Pellaeon **CL 6**
Medium Human noble 3/soldier 3
Destiny 1; **Force** 2; **Dark Side** 1
Init +9; **Senses** Perception +11
Languages Basic, High Galactic

Defenses Ref 18 (flat-footed 17), Fort 18, Will 21
hp 42; **Threshold** 18

Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged blaster pistol +6 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Penetrating Attack (heavy weapons), Point Blank Shot
Special Actions Coordinate +1, Coordinated Attack, Inspire Confidence

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 15, Cha 14
Talents Armored Defense, Coordinate, Inspire Confidence, Penetrating Attack (heavy weapons)
Feats Armor Proficiency (light, medium, heavy), Coordinated Attack, Point Blank Shot, Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (tactics) +9, Perception +11, Persuasion +10, Pilot +9, Use Computer +9
Possessions Imperial uniform, comlink, code cylinder, blaster pistol

Captain Ozzik Sturn

A cruel and dangerous Imperial officer, Ozzik Sturn believes himself to be an incredibly savvy big game hunter. Captain Sturn was assigned to oversee the population of Kashyyyk and the construction of skyhooks and other facilities that make it easier to transport Wookiee slaves offworld. Captain Sturn is a violent and sadistic officer who has thrived within the Empire thanks to his ruthlessness, and he seems to enjoy subjugating the population of Kashyyyk. In fact, Captain Sturn actually wears a sash made of Wookiee pelts across his chest, which serves to remind the natives of what happens when you rebel against the Empire.

Captain Ozzik Sturn **CL 12**
Medium human noble 8/officer 4
Force 2; **Dark Side** 10
Init +13; **Senses** Perception +16
Languages Basic, Bocce, High Galactic, Huttese, Ryl, Shyriiwook

Defenses Ref 27 (flat-footed 25), Fort 25, Will 27
hp 58; **Threshold** 25

Speed 6 squares
Ranged blaster rifle +12 (3d8+6) or
Ranged blaster rifle +7 (3d8+6) with autofire or
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options autofire (blaster rifle), Cunning Attack, Far Shot, Point Blank Shot, Strafe
Special Actions Assault Tactics, autofire (blaster rifle), Bolster Ally, Born Leader, Inspire Confidence, Shift Defense I

Abilities Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16
Special Qualities command cover, share talent (Assault Tactics, Shift Defense I)
Talents Assault Tactics, Bolster Ally, Born Leader, Distant Command, Inspire Confidence, Shift Defense I
Feats Cunning Attack, Far Shot, Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Strafe, Vehicular Combat, Weapon Proficiency (pistols, simple weapons, rifles)
Skills Deception +14, Initiative +13, Knowledge (galactic lore) +13, Knowledge (life sciences) +13, Knowledge (tactics) +18, Perception +16, Persuasion +18, Pilot +13, Ride +13
Possessions blaster pistol, blaster rifle, Imperial officer's uniform, code cylinder, comlink, datapad, Wookiee-hide sash, various personal effects

Grand Moff Wilhuff Tarkin

Grand Moff Wilhuff Tarkin is easily the Empire's second greatest architect and visionary, after the Emperor himself. For many years, he has supplied scholarly arguments for many of the Chancellor's, and subsequently the Emperor's, moves to consolidate power and wield it effectively across the galaxy. This reason, among many, allowed Tarkin to advance quickly in the eyes of the Emperor to become the first Moff after the establishment of the Empire.

As Moff, he oversaw his home sector of Seswenna, as well as portions of the Outer Rim territories. From the beginning, he also spearheaded the Death Star project, working with the newly revealed Lord Vader to secure hundreds of thousands of Wookiee slaves. He reports directly to the Emperor and is one of the most well-informed officials in the Empire. However, it is unclear if Tarkin suspects the extent of the Emperor's dark side knowledge, or if he considers such power to be the province of Darth Vader only.



WILHUFF TARKIN

Recently, the Emperor promoted Tarkin to the rank of Grand Moff, the first use of the title. This event marked the Emperor's full acceptance of the Tarkin Doctrine. As such, Tarkin has taken command of Oversector Outer, to tighten control of the Outer Rim territories, as well as continuing his other command duties.

Tarkin is distinctive in appearance and commands a room in a way that no other Imperial military officer is capable of. It is significant that even Lord Vader must follow Tarkin's lead in most instances, a privilege not afforded to many Imperial commanders. Since Tarkin is entrusted with the construction of the Death Star, he naturally pursues any security threat to the project. He works to keep all knowledge of the Death Star hidden from the Imperial Senate and the general public. He is adept at covering his tracks and willing to go to any lengths to protect the project and the Empire itself.

Grand Moff Wilhuff Tarkin **CL 9**
Medium Human noble 7/soldier 1/officer 1
Destiny 1; **Force** 5; **Dark Side** 14
Init +4; **Senses** Perception +16
Languages Basic, Bocce, Dosh, High Galactic, Shyriiwook, Sullustese

Defenses Ref 22 (flat-footed 22), Fort 22, Will 26
hp 49; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d4+4)
Ranged blaster pistol +7 (3d6+4)
Base Atk +7; **Grp** +7
Special Actions Battle Analysis, Born Leader, Coordinated Attack, Demand Surrender, Deployment Tactics, Presence

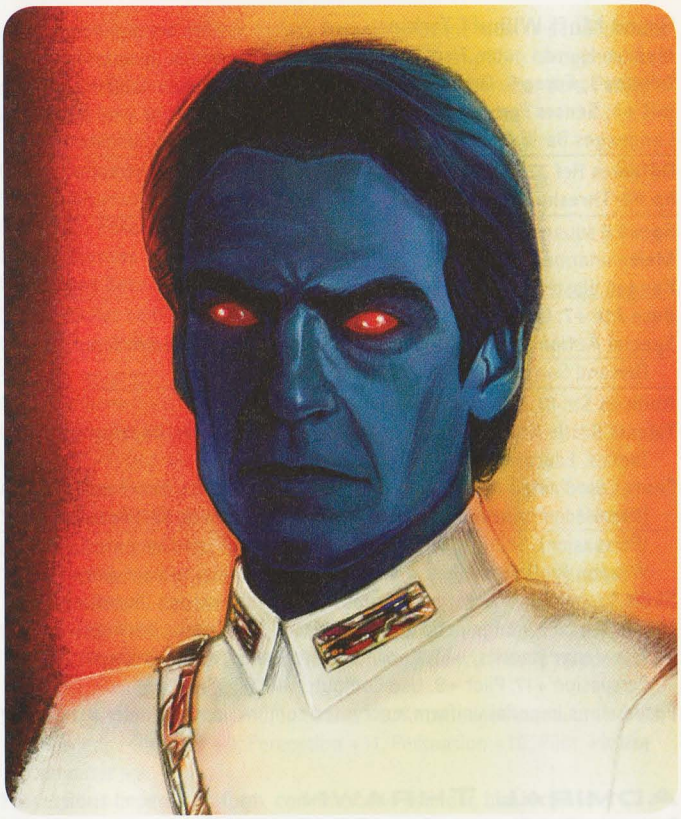
Abilities Str 10, Dex 11, Con 11, Int 15, Wis 14, Cha 16
Talents Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics, Educated, Presence
Feats Coordinated Attack, Improved Defenses, Linguist, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +12, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Knowledge (tactics) +11, Knowledge (technology) +11, Perception +16, Persuasion +17, Pilot +9, Use Computer +11
Possessions Imperial uniform, encrypted comlink, code cylinder, blaster pistol

ADMIRAL THRAWN

During the Dark Times, the future Grand Admiral is an anomaly within the Imperial military. First, he is an alien Imperial officer, a type of individual that has become almost unheard of since the establishment of the New Order. Second, it is obvious that the Emperor holds him in the highest regard.

Admiral Thrawn's origins are unknown to his fellow officers and crew. They know he is a brilliant tactician and wholly objective figure. They do not know that he hails from the Chiss Ascendancy and was exiled from his own people. They also do not know that Thrawn is responsible for the disappearance of the Outbound Flight project many years ago, an event that first brought Thrawn to the Emperor's attention.

In the Dark Times, the Emperor has assigned Admiral Thrawn to expand the borders of the Empire by bringing the remote and barbaric worlds of the Unknown Regions under Imperial control. With a powerful fleet, Thrawn operates independently, returning to known space only infrequently to resupply and report.



Admiral Thrawn **CL 8**
Medium Chiss noble 3/soldier 4/officer 1
Destiny 1; **Force** 2; **Dark Side** 4
Init +11; **Senses** low-light vision; Perception +10
Languages Basic, Cheunh, High Galactic, Huttese, Minnisiat, Mon Calamarian, Sullustese, Sy Bisti

Defenses Ref 22 (flat-footed 20), Fort 21, Will 23
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +8 (1d4+5)
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Special Actions Battle Analysis, Born Leader, Coordinate +1, Deployment Tactics

Abilities Str 13, Dex 15, Con 13, Int 17, Wis 12, Cha 16
Talents Armored Defense, Battle Analysis, Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light, medium, heavy), Linguist, Skill Focus (Gather Information), Skill Focus (Tactics), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +17, Initiative +11, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Knowledge (tactics) +17, Perception +10, Persuasion +12, Pilot +11
Possessions Imperial uniform, code cylinder, encrypted comlink, datapad, blaster pistol

Chiss

The Chiss hail from the unknown regions, nearly unknown themselves in the galaxy at large until decades after the Dark Times. Their home region, known as the Chiss Ascendancy, is controlled by four ruling families in a highly structured and disciplined society.

Chiss Species Traits

Ability Modifiers: +2 Intelligence. Chiss are disciplined and analytical.

Medium Size: As Medium creatures, Chiss have no special bonuses or penalties due to their size.

Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: Chiss are versatile and accomplished at many tasks. A Chiss character chooses one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. They retain the ability to distinguish color and detail under these conditions.

Automatic Languages: Cheunh.

Inquisitor Tremayne

Inquisitor Tremayne was well on his way to joining the dark side, even as a Jedi Knight fighting during the Clone Wars. His fellow Jedi and Jedi Masters were extremely concerned by his growing fascination with the dark side. With each mission, the brutality of war twisted the otherwise cultured Tremayne more and more. Before the Jedi could act, they—but not Tremayne—were eliminated by Order 66.

Clearly, the Empire saw something in Tremayne that it could use: a Dark Jedi to help establish the New Order. Because Tremayne's abilities were far below Vader's natural talents, he would be used only to hunt down Jedi and Force-users across the galaxy.

Inquisitor Tremayne is excellent at his job. He is feared and effective. He takes his time questioning his subjects, and his methods are painful and terrible. He expects that his successful operations will soon bring about his promotion to Grand Inquisitor. In the meantime, he hunts for his current number-one quarry: Jedi Master Darrin Arkanian and his new apprentice, Corwin Shelvay.

Inquisitor Tremayne **CL 10**
Medium Human Jedi 7/noble 1/Jedi Knight 1/Force adept 1
Destiny 1; **Force** 5; **Dark Side** 13
Init +13; **Senses** Perception +16
Languages Basic, Sith

Defenses Ref 25 (flat-footed 22, Lightsaber Defense 26), Fort 24, Will 25; Block, Deflect
hp 97; **Threshold** 24

Speed 6 squares
Melee lightsaber +12 (2d8+7)
Ranged blaster pistol +11 (3d6+5)
Base Atk +8; **Grp** +11
Special Actions Force Focus, Lightsaber Defense, Presence
Force Powers Known (Use the Force +16): *battle strike, farseeing, Force grip, move object*

Abilities Str 14, Dex 17, Con 15, Int 14, Wis 13, Cha 12
Talents Block, Deflect, Force Focus, Force Perception, Gauge Force Potential, Lightsaber Defense, Presence
Feats Force Sensitivity, Force Training (2), Skill Focus (Persuasion), Skill Focus (Use the Force), Skill Training (Gather Information), Skill Training (Persuasion), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +13, Knowledge (galactic lore) +12, Perception +16, Persuasion +16, Use the Force +16
Possessions lightsaber, encrypted comlink, datapad, robes, blaster pistol

Lieutenant Maximilian Veers

Maximilian Veers is a young lieutenant, known as a strict disciplinarian who has a sharp mind and a critical tone. He is unimpressed by incompetent officers and crew, no matter what their rank. He is cunning and extremely loyal to the Empire. He is particularly skillful at using armored forces, notably walkers of all types. His prowess would ultimately be proven in the future Battle of Hoth.

Lieutenant Maximilian Veers **CL 5**
Medium Human noble 1/soldier 4
Destiny 1; **Force** 2; **Dark Side** 2
Init +8; **Senses** Perception +8
Languages Basic, Bocce, Cerean, Dosh, Durese, High Galactic, Sullustese

Defenses Ref 17 (flat-footed 16), Fort 18, Will 18
hp 35; **Threshold** 18

Speed 6 squares
Melee unarmed +4 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot
Special Actions Battle Analysis, Born Leader

Abilities Str 10, Dex 12, Con 12, Int 15, Wis 13, Cha 13
Talents Armored Defense, Battle Analysis, Born Leader
Feats Armor Proficiency (light, medium, heavy), Linguist, Point Blank Shot, Skill Training (Mechanics), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Gather Information +8, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (tactics) +9, Mechanics +9, Perception +8, Persuasion +8, Pilot +8, Treat Injury +8, Use Computer +9
Possessions blast helmet and vest (+2 armor), encrypted comlink, code cylinder, Imperial uniform, blaster pistol

Special Agent Wullf Yularen

Wullf Yularen is one of the ISB's brightest agents, destined to attain the rank of colonel and take the leading ISB position on the completed Death Star. Yularen started his Intelligence career as a field agent for the Senate Intelligence Bureau. Over a decade of service, Yularen investigated countless cases for, against, and about the Senate. He has observed nearly all the major Senators at one point or another, and as such has detailed information about them.

The Senate Intelligence Bureau was known as an effective but rarely objective service, quite willing to back up any Senator's claim with the right intelligence for the right amount of cash. As the Senate grew more corrupt in its later years, Yularen left the service. However, he was then assigned to an anticorruption and anti-Separatist unit under the guidance of the Chancellor's office. Yularen soon came to respect the Chancellor and became a loyal follower and trusted agent for the Emperor's inner circle. Yularen joined the Republic Navy during the Clone Wars to distance himself from the intelligence business.

When the intelligence services were unexpectedly reorganized into what would become Imperial Intelligence, Yularen found himself on the outside. His loyalty to the Chancellor made others view him as less objective than

the new combined intelligence service aspired to be. His awkward position was short-lived. With the sudden establishment of the Empire, the Emperor's inner circle orchestrated the creation of the ISB in opposition to the newly renamed Imperial Intelligence. As a loyal agent, Yularen was transferred to the service, an unusual move that would put him at odds with his former superiors for the rest of his career.

Yularen remains a loyal servant. Though he has excellent connections to the inner circle, he remains an outsider. His reports are accurate, if slanted toward an Imperial viewpoint. He often carries out high-level assignments, particularly those involving Imperial Senators and other influential figures.

Yularen is in his mid-thirties and sports a thick mustache. He is originally from Coruscant, his influential family providing him the political backing to enter the Senate Intelligence Bureau in the first place. He knows the halls of power well, and how to use them to his advantage. His insightful and perceptive nature makes him an excellent observer. Few Senators or other officials ever want him around. Yularen continues to root out corruption and sedition within the newly formed Empire, leading a task force of his own for special investigations. He is also involved in investigating the signatories of the Petition of the 2000, a group of Senators who signed a document calling for the Chancellor to give up his expanded powers just before the end of the Clone Wars.

Special Agent Wullf Yularen CL 6
Medium Human noble 4/scout 2
Destiny 1; **Force** 2; **Dark Side** 2
Init +4; **Senses** Perception +9
Languages Basic, Bocce, Durese, High Galactic, Huttese, Gran

Defenses Ref 19 (flat-footed 18), Fort 18, Will 20
hp 44; **Threshold** 18

Speed 6 squares
Melee unarmed +4 (1d4+3)
Ranged blaster pistol +5 (3d6+3)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Haste, Shake It Off

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 13, Cha 14
Talents Acute Senses, Educated, Inspire Haste
Feats Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Skill Training (Stealth), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +9, Gather Information +15, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +9 (can reroll, must take second result), Persuasion +10, Pilot +9, Stealth +9, Use Computer +10
Possessions Imperial uniform, encrypted comlink, credit chip, blaster pistol, datapad

Clone Wars Technology

No clear distinction in military doctrine and equipment exists between the Grand Army of the Republic and the military forces of the Empire. Unlike political reality, for which a vote or a signature on a law is all that's needed to go from one era to another, military reality is often dictated by available supply and mission parameters. Although the Empire knew what vehicles and starships it wanted its forces to use, and in what numbers, it was not always possible to manufacture, transport, and maintain exactly the "desired" mix of armor or supply vehicles to active units. Further, the scale of the Galactic Empire meant that a "minor" number of outdated vehicles could well number in the thousands—not enough for the whole Empire, but more than enough for the troops on a given ship or planet.

The remainder of this chapter, beginning with the "Droids" section, describes a broad selection of items in common use by the Empire in the years between the end of the Clone Wars and the Battle of Yavin. In many cases, such items are used side by side with items left over from earlier conflicts and new designs not yet in general production. Although the Empire wants to standardize everything, it's many years before this effort begins to be realized on a wide scale.

Droids

The Empire is very cautious when it comes to droids. Not only are droids among the main tools of the CIS, they are easy to reprogram and turn into enemies or spies. Indeed, elements of the Empire use droid spies to keep tabs on others within the New Order. And, of course, the swing of public opinion against droids makes them unpopular choices with the Imperial Senate, though that group might not have the power to influence military spending for much longer.

Second-Degree Droids

The Empire uses numerous second-degree droids, but prefers to keep them under Human influence. Medical droids act as assistants to living doctors, scientific droids are kept under the control of senior scientists and researchers. Most second-degree droids in use by the New Order are bought from commercial suppliers, but there are a few exceptions.

IT-O Interrogator

With much the same programming and equipment as a medical droid, an IT-O droid seems harmless enough in technological terms. Its sinister appearance, however, gives away its true function. A floating ball of black durasteel, an IT-O Interrogator droid bristles with instruments of torture and recording

devices. Its claw, shock devices, and twisted versions of medical gear are designed to give it an aura of menace. Indeed, its reputation has spread far enough that many prisoners begin reciting their sins as soon as one floats into their cell.

The IT-O Interrogator is the product of Imperial military research and the ISB, and it is manufactured solely by Imperial factories. Use of the IT-O is carefully controlled by the ISB, though models do get into the hands of senior Moffs, military intelligence, and even CompForce. The Inquisition has begun manufacturing the model on its own, a fact the ISB is not aware of and won't be pleased by. Stormtrooper garrison commanders are also known to employ them, though generally only under the guidance of a senior officer.

The droid can interrogate a prisoner by itself, or in conjunction with living questioners. It is designed with an emotionless personality and asks questions in a flat monotone. When working with a living assistant, the IT-O often says nothing at all, allowing the prisoner to come to fear and hate the droid, while seeing the living interrogator as a source of potential mercy. An IT-O is well equipped to bring a victim to the brink of physical damage without doing permanent harm, though it also has medical supplies and training in case a session goes too far before valuable information can be obtained.

A reprogrammed IT-O Interrogator droid can be played as a droid hero.

IT-O Interrogator **CL 1**
Small droid (2nd-degree) noble 1
Init +8; **Senses** darkvision, low-light vision; **Perception** +9
Languages Basic, Binary, 4 unassigned

Defenses Ref 12 (flat-footed 12), Fort 9, Will 14
hp 17; **Threshold** 9
Immune droid traits
Speed 6 squares (hovering)
Melee electroshock probe +0 (1d8 ion)
Ranged blaster +0 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –5
Special Actions Presence

Abilities Str 8, Dex 11, Con —, Int 16, Wis 15, Cha 16
Talents Presence
Feats Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +8, Gather Information +8, Perception +7, Persuasion +13, Treat Injury +7, Use Computer +8
Systems hovering locomotion, basic processor, 5 tool appendages, 1 claw appendage, locked access, vocabulator
Possessions electroshock probe, medpac, audio recording unit, video recording unit, blaster (treat as blaster pistol)
Availability Military; **Cost** 10,000

Third-Degree Droids

Third-degree droids are normally employed only by the upper ranks of the New Order, though many individuals who see themselves as the upper ranks (such as Imperial Senators and mid-ranking members of COMPNOR) acquire such droids as status symbols long before they have any real need of them. The Empire is happy to allow senior officers and officials to buy whatever third-degree droids they want, but it also holds them accountable for the actions of such droids. If a protocol droid manages to interrupt battle commands or accidentally allows spies access to classified material, its owner is held accountable as if he had taken such actions directly. As a result, many Imperial commanders use Humans for most diplomatic functions, or they keep numerous third-degree droids that are regularly memory-wiped back to factory presets.

RA-7 Protocol Droid

The RA-7 series of protocol droids is clearly an attempt by Arakyd Industries to duplicate most of the abilities of the 3PO series of protocol droids, and in most respects it fails. The droid is very similar in appearance to the 3PO, except for its bug-eyed head and stiffer gait. It is not as able as a 3PO unit, however, and in an effort to avoid the overly delicate personality of 3PO-series droids, the RA-7 was programmed to be "stern." In truth, the personalities of these droids tend to fall somewhere between taciturn and vindictive. Almost no one would willingly buy an RA-7 as an assistant—which is why the ISB gives them away as gifts.

In fact, the RA-7 series is a plot by the ISB to keep tabs on everyone of questionable loyalty throughout the Empire. Though their numbers are only now starting to be large enough to be of real value, RA-7s are programmed to report on their owner's subversive or questionable activities by way of secret, concealed comlinks. Most RA-7s also have recording devices hidden within them, allowing them to gather hard evidence of their masters' failings and crimes. (The recorders are concealed, requiring a DC 30 Perception check to find.) The ISB hands them out mostly to mid-level officers and officials, generally right after a promotion. Many recipients see these gifts as a sign of rising station and influence, but a few have begun to realize that the ISB does nothing without a secondary purpose. Many officers "lose" their RA-7 droids in short order, or send them into dangerous situations from which they never return.

An RA-7 series protocol droid can be played as a droid hero.

RA-7 Protocol Droid **CL 1**
Medium droid (3rd-degree) nonheroic 1
Init +1; **Senses** darkvision, low-light vision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 9, Will 12
hp 2; **Threshold** 9
Immune droid traits

Speed 6 squares (walking)
Melee unarmed –1 (1d3–1)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** +1

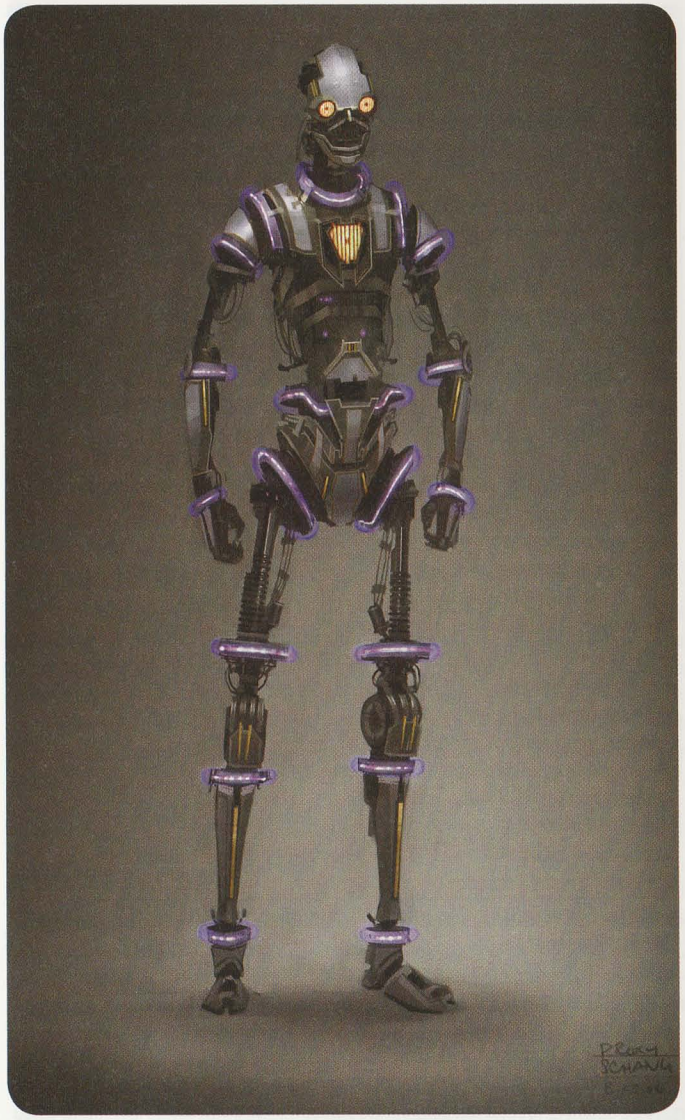
Abilities Str 8, Dex 13, Con –, Int 12, Wis 15, Cha 9
Feats Skill Focus (Perception), Skill Training (Deception), Skill Training (Knowledge [bureaucracy]), Skill Training (Use Computer)
Skills Deception +4, Knowledge (bureaucracy) +6, Perception +14, Use Computer +6
Systems walking locomotion, basic processor, improved sensor package, darkvision, translator unit (DC 15), 2 hand appendages, compartment space (2 kg), internal comlink, locked access, vocabulator
Possessions audio recorder, video recorder
Availability Licensed; **Cost** 3,000

Fourth-Degree Droids

The Empire employs very few fourth-degree droids, for a variety of reasons, but does not rule them out for tasks they are particularly suited for. Though Imperial troops cover most combat roles adequately, the New Order turns to military droids for specific missions whenever they are obviously the best choice. Most such missions are intelligence-gathering, such as those undertaken by Arakyd Viper probe droids.

PROXY

The droid known as PROXY is a one-of-a kind creation designed to test Darth Vader's secret apprentice at all times. Though the droid is loyal to the apprentice, its programming requires it to attempt to kill the apprentice. PROXY is a combat droid outfitted with numerous advanced holographic projectors that can produce near-perfect images around its body. PROXY contains detailed files on a number of Jedi Knights and Sith Lords, and also has access to top secret Imperial data files. As a result, PROXY can mimic the appearance and fighting style of a number of historic figures, which it uses to ambush the apprentice on a regular basis. Though dueling with the apprentice regularly damages and disables PROXY, the droid excels at repairing itself and can recover from grievous damage in a matter of hours.



PROXY

PROXY **CL 13**
Medium droid (4th-degree) soldier 1/Jedi 9/independent droid 3
Force 2
Init +14; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 30 (flat-footed 27, Lightsaber Defense 33), Fort 29, Will 27
hp 89; **Threshold** 29
Immune droid traits

Speed 6 squares
Melee lightsaber +17 (2d8+16) or
Melee lightsaber +17 (3d8+16) with Mighty Swing or
Melee lightsaber +15 (3d8+16) with Rapid Strike or
Melee lightsaber +19 (3d8+22) with Powerful Charge and Rapid Strike
Base Atk +12; **Grp** +16
Atk Options Acrobatic Strike, Mighty Swing, Powerful Charge, Rapid Strike, Targeting Package
Special Actions independent spirit +1, Indomitable, Lightsaber Defense

Abilities Str 18, Dex 16, Con —, Int 13, Wis 10, Cha 8
Special Qualities independent spirit +1, sapience
Talents Indomitable, Lightsaber Defense (3), Modification Specialist, Repair Self, Targeting Package, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Mighty Swing, Powerful Charge, Rapid Strike, Skill Training (Acrobatics), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Acrobatics +14, Initiative +14, Jump +15, Mechanics +12, Use Computer +12
Systems heuristic processor, holographic projectors, walking locomotion
Possessions lightsaber, double-bladed lightsaber

R-1 Recon Droid

Although the Empire doesn't trust droids to serve as combatants, it does employ military droids in combat roles as scouts and forward observers. One the earliest of these is the R-1, built by Arakyd Industries and based on designs originally developed by the Sith. A small floating droid, the R-1 lacks tools or hands, but it can move through openings that most of its potential targets can't. Combined with its integral blaster, this allows the R-1 to track most prey with ease, and occasionally even take out a foe itself.

The R-1 is popular with snipers, planetary garrisons, and shock troops. It has a limited broadcast range (a single planet), but can be used to scout areas without risking a living observer, spot targets for long-range sniper fire or starship bombardment, seek out wanted criminals, or follow suspects back to a base of operations. Though the Empire officially does not sanction sales of the R-1 to anyone else, many do find their way into the hands of bounty hunters and other independent operators.

R-1 recon droids can be played as droid heroes.

R-1 Recon Droid **CL 1**
Small droid (4th-degree) scout 1
Init +8; **Senses** darkvision, low-light vision; **Perception** +9
Languages Basic, Binary, 1 unassigned

Defenses Ref 16 (flat-footed 13), Fort 11, Will 13
hp 24; **Threshold** 11
Immune droid traits
Speed 6 squares (hovering)
Ranged blaster +4 (3d6)
Fighting Space 1 square; **Reach** 1 square
Base Atk +0; **Grp** –2
Special Actions self-destruct (+5 area attack, 4d6, 2-square burst)

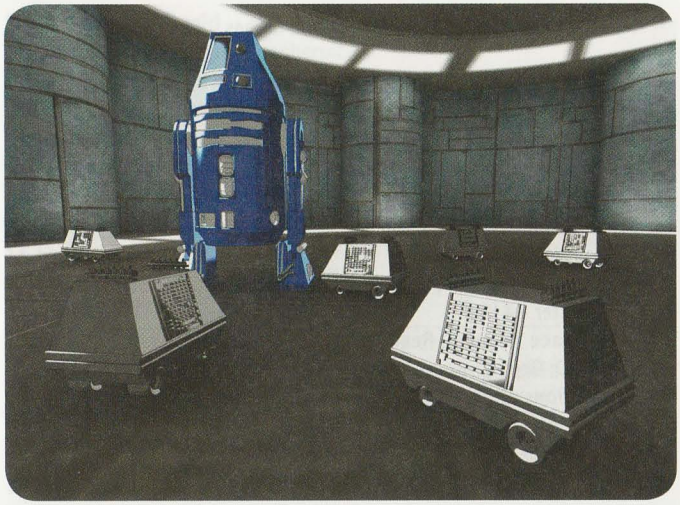
Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 11
Talents Acute Senses
Feats Armor Proficiency (light), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +5, Initiative +8, Perception +9 (can reroll, must take second result), Stealth +8, Use Computer +6
Systems hovering locomotion, basic processor, improved sensor package, darkvision, self-destruct system (4d6), locked access, integrated comlink
Possessions sensor unit, video recording unit, blaster (treat as blaster pistol)
Availability Restricted; **Cost** 16,000

Fifth-Degree Droids

The Empire uses labor droids no less than any other large organization, but few are custom-built for the New Order. In most cases a Moff or admiral buys any required labor droids to serve specific roles within his command. Often the purchases are from local manufacturers, who happily pay a finder's fee to the commander in return for military contracts. As long as the budget doesn't get out of hand, and the needed work gets done, no one in the Empire pays any attention to these practices.

MSE-6 Repair Droid

The MSE-6, or "mouse droid," is a wheeled droid used for basic tasks such as maintenance of a single mechanical system, message delivery, cleaning, and even testing dangerous areas of a damaged starship or station to make sure it is safe for living creatures (and more expensive droids). The MSE-6 is the result of a long line of small, dedicated, cheap droids used by the Old Republic and other governments. The MSE-6, however, is almost exclusively in



use by the Empire, which bought nearly the whole run (at a steep discount). The droids are used for Imperial installations that have high crew requirements, such as Star Destroyers, to cut down on the need for larger droids and Human work crews as much as possible.

An MSE-6 is generally given a single specific task and the needed gear to accomplish it (generally small tools it can keep in its interior storage space). Though an MSE-6 looks like a small black box on wheels, it has two folding arms it can use for basic tasks. Although they are dedicated and loyal, MSE-6 droids suffer from an overdeveloped threat assessment program. They are skittish, and they frequently flee from anything new or frightening. Any time an MSE-6 moves –1 step along its condition track as the result of an ability that targeted its Will Defense, the droid immediately flees for 1d6 minutes.

MSE-6 repair droids may not be played as droid heroes.

MSE-6 Repair Droid **CL 0**
Tiny droid (5th-degree) nonheroic 2
Init +3; **Senses** darkvision; Perception +3
Languages Basic, Binary, 2 unassigned

Defenses Ref 14 (flat-footed 12), Fort 8, Will 8
hp 6; **Threshold** 8
Immune droid traits
Speed 6 squares (wheeled)
Melee claw +1 (1d2–2)
Fighting Space 1 square; **Reach** 0 square
Base Atk +1; **Grp** –7

Abilities Str 6, Dex 14, Con —, Int 15, Wis 7, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Perception), Toughness, Weapon Proficiency (simple weapons)
Skills Mechanics +13, Perception +3, Pilot +8, Stealth +6, Use Computer +13
Systems wheeled locomotion, basic processor, 2 claw appendages, darkvision, internal storage (1 kg), improved sensor package
Availability Licensed; **Cost** 2,000

Weapons

The following weapons are part of the Imperial arsenal during the Dark Times. Many of them might make their way into the hands of the heroes (or even other villains).

CR-1 Blast Cannon

Exotic Weapon

Designed by Golan Arms under exclusive contract with the Galactic Republic, and then the Empire, the CR-1 blast cannon fires a burst of blaster bolts, each at reduced power, that spread out in an ever-expanding wave of energy. Often used to suppress riots or eliminate threats gathered in large crowds, the CR-1 blast cannon can be incredibly lethal at close and medium range but is quite ineffective at long range.

The CR-1 blast cannon is treated as a pistol for the purpose of determining the weapon's range. However, the blast cannon does not take range penalties to attack rolls, instead applying any range penalties to damage rolls.

Against adjacent targets, the blast cannon deals an additional 1d8 points of damage. Against nonadjacent targets, the weapon acts as a splash weapon with a 1-square splash radius.

E-Web Missile Launcher

Heavy Weapon

A variant of the E-Web repeating blaster, an E-Web missile launcher consists of a heavy, tripod-mounted firing mechanism from which missiles are launched. When mounted on a tripod, it is treated as one size smaller for the purpose of being wielded (allowing a Medium character to operate it with two hands). An E-Web missile launcher operates only in single fire mode, though it does not require a power generator. An E-Web missile launcher is an area effect weapon that damages all targets in a 2-square-by-2-square area.

Usually, a second crewmember is required to reload an E-Web missile launcher between shots, jamming a live missile into the launch tube as a move action. An E-Web missile launcher can fire only a single shot each round, after which the weapon must be reloaded. The wielder of an E-Web missile launcher can spend two swift actions in the same round immediately before making an attack to treat the range to the target as though it were one step shorter (short becomes point blank, medium becomes short, and so

Table 10-1: Melee Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Neuronic whip	500	–	2d8	0.5 kg	Bludgeoning and energy	Restricted
LIGHTSABERS	**COST**	**DAMAGE**	**STUN DAMAGE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large						
Lightsaber pike	4,000	2d8	–	2 kg	Energy and slashing	Rare

Table 10-2: Ranged Weapons

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
CR-1 blast cannon[1]	2,000	3d8 (special)	–	S	6 kg	Energy	Military
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Huge							
Missile launcher, E-Web	9.500	6d6	–	S	42 kg	Slashing	Military
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Flechette launcher[1]	1,100	3d8	–	S	5 kg	Piercing	Military
Rail detonator gun	1,900	3d8	–	S	5 kg	Piercing	Military

1 Inaccurate weapon: This weapon cannot fire at targets at long range.

forth); this benefit stacks with the effect of the Far Shot feat. The missiles fired by an E-Web missile launcher cost 75 credits each.

Flechette Launcher

Rifle

The flechette launcher is an antipersonnel weapon that saw extensive use during the last half of the Clone Wars. It fires canisters filled with hundreds of tiny durasteel darts that spread out over a large area. A flechette launcher is considered a splash weapon, with a 1-square splash radius. Due to its single-shot nature, a flechette launcher may not be used with the Rapid Shot feat, or any other feat or talent that expends more than a single shot. A flechette launcher requires special ammunition, with a cluster of four shots costing 50 credits; after four shots, the canisters must be replaced.

Lightsaber Pike

Lightsaber

Employed almost exclusively by the Emperor's Shadow Guard, an elite cadre of Force-wielding Royal Guards, the lightsaber pike resembles a primitive polearm in many respects. The long handle of the weapon is made of a phrik alloy, meaning that a lightsaber does not ignore the pike's damage reduction. At the end of the handle is a slightly shorter and thicker lightsaber blade, which can be activated with a swift action as normal by means of a switch farther down the weapon's haft. A lightsaber pike increases the wielder's reach by 1 square but imposes a -2 penalty on Use the Force checks to use the Block or Deflect talents.

A lightsaber pike requires an energy cell to operate.

Neuronic Whip

Exotic Weapon

A neuronic whip is a long, flexible cable connected to a power pack in a handle that delivers a stunning jolt on contact. Unlike a typical leather whip, the heavy cable can crack bones and break flesh, but it is extremely unlikely to kill. As a result, the neuronic whip was very popular with slavers. A target successfully hit by a neuronic whip takes normal stun damage, plus 1d4 points of slashing damage. Additionally, a neuronic whip increases the wielder's reach by 1 square.

A neuronic whip requires an energy cell to operate.

Rail Detonator Gun

Rifle

The rail detonator gun is a rarely seen weapon used by specialized stormtrooper units. Primarily carried by Imperial Jumptroopers, the rail detonator gun is an advanced weapon that complements the Jumptroopers' penchant for aerial combat. It uses powerful electromagnets to hurl an explosive canister down the barrel of the weapon and toward a target at an incredible speed. The rail detonator gun is considered a splash weapon, with a 1-square splash radius.

A rail detonator gun requires a magazine of special explosive canisters, each of which carries 10 shots and costs 50 credits. After 10 shots, the magazine must be replaced.

Vehicles

The Republic had found walkers to be more useful than repulsor vehicles in many engagements, and the Empire took to them as their primary heavy land units. As the New Order first started transitioning from the Grand Army of the Republic to the Imperial Army, numerous new walker designs were tried, many of which proved too expensive for long-term use. Eventually just a few standard models were produced, though older designs (and even old wheeled and tracked vehicles) were still in use for decades.

A5 Juggernaut

Smaller and older than the A6 Juggernaut that dominated the battlefields of closing days of the Clone Wars, the A5 Juggernaut is a 10-wheeled, heavily armored assault vehicle that continues to see use in many Imperial forces despite its age. Wherever an AT-AT or similar heavy walker isn't available, an A5 is used as a replacement. Though faster than an AT-AT, the A5 is less maneuverable (especially in rough terrain), slightly less resistant to damage, and requires a larger crew. It also mounts slightly lighter weapons, and it lacks the power generation to upgrade to lasers as powerful as those on an AT-AT. Despite these shortcomings, an A5 is a dangerous and versatile combat vehicle. It can effectively spearhead a ground assault, act as a mobile command center, engage in hit-and-run raids, and even act as an antiaircraft battery when engaging airspeeders or low-flying starfighters.

Though the Empire owns more A5s than anyone else, as the years pass and the Empire retires and replaces them, other groups begin picking them up. Many Imperial A5s are left as smoking wrecks on battlefields, and while it's not worth the Empire's time or money to recover and repair them, crime cartels, major corporations, and insurgent groups are willing to go to much greater lengths to acquire such a powerful ground unit.

A5 Juggernaut **CL 11**

Colossal wheeled ground vehicle
Init –5; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 25; +14 armor
hp 320; **DR** 20; **Threshold** 75

Speed 8 squares (max. velocity 200 km/h)
Ranged heavy laser cannons +4 (see below) and
blaster cannon +4 (see below) and
grenade launchers +4 (see below)
Fighting Space 6×14; **Cover** total
Base Atk +0; **Grp** +29

Abilities Str 40, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 8 (normal); **Passengers** 50 (troops)
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 200,000 (120,000 used)

Heavy laser cannons (gunner)
Atk +4, **Dmg** 5d10×2

Blaster cannon (gunner)
Atk +4, **Dmg** 4d10×2

Grenade launcher (gunner)
Atk +4, **Dmg** 4d6, 2-square burst

All Terrain Kashyyyk Transport (AT-KT)

The Kashyyyk deployment variant of the AT-ST is designed to root out insurgents and enemy scouts from terrain that offers heavy cover. Rather than acting as an antivehicle platform, the AT-KT (also sometimes referred to as the "Hunter" scout transport, or AT-STh, when deployed on other worlds) is specifically an antipersonnel walker, with heavy weapons tasked to fire through foliage, light bunkers, and camouflage. Moreover, the vehicle's weapons are primarily used to stun the targets (since dead Wookiees make poor slaves), ensuring that even the most rebellious insurgents live to serve the Empire as laborers.

AT-KT CL 10
Huge ground vehicle (walker)
Init +8; **Senses** Perception +3

Defenses Ref 14 (flat-footed 12), Fort 20; +4 armor
hp 120; **DR** 10; **Threshold** 40

Speed 6 squares (max. velocity 90 km/h)
Ranged stun cannon +6 (see below) and frag grenade +6 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +5; **Grp** +25

Abilities Str 30, Dex 14, Con —, Int 12
Skills Initiative +8, Mechanics +4, Perception +3, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 12 frag grenades
Availability Military; **Cost** not available for sale

Frag grenade (pilot)
Atk +6, **Dmg** 4d6 (2-square burst)

Stun cannon (gunner)
Atk +6, **Dmg** 2d10×2 stun



All Terrain Construction Transport (AT-CT)

For large-scale construction projects on distant worlds, many Imperial engineers have adapted the AT-ST frame to produce a vehicle capable of assisting in the construction of new facilities. Using advanced tractor beam technology, these All-Terrain Construction Transports (as the variant is commonly known) can lift, manipulate, and move unattended objects at range, effectively allowing them to place girders, crates, and other pieces of heavy equipment exactly where construction crews need them. In order to maintain this fine level of control over the tractor beams, all other weapons and extraneous systems had to be stripped out of the walker, leaving it unarmed. AT-CT pilots quickly learned to defend themselves against attacks, using the vehicle's tractor beams to hurl objects at their targets.

If an AT-CT has successfully grabbed an object with its tractor beam, it can move the object up to 10 squares in any direction (instead of being limited to bringing the object closer). Additionally, an AT-CT can hurl a grabbed object at another target within 10 squares, making a ranged attack roll using the tractor beam's attack bonus. If the attack roll exceeds the target's Reflex Defense, the target takes damage based on the size of the object being hurled (see page 254 of the Saga Edition core rulebook).

AT-CT CL 10
Huge ground vehicle (walker)
Init +8; **Senses** Perception +3

Defenses Ref 14 (flat-footed 12), Fort 23; +4 armor
hp 120; **DR** 10; **Threshold** 43

Speed 6 squares (max. velocity 90 km/h)
Ranged tractor beam +8 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +5; **Grp** +28

Abilities Str 36, Dex 14, Con —, Int 16
Skills Initiative +8, Mechanics +4, Perception +3, Pilot +8

Crew 2 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Tractor beam (gunner)
Atk +8, **Dmg** — (grapple +28)

Command Speeder

The Uulshos LAVr QH-7 Chariot command speeder is designed to allow a commander to enter or flee the field of battle with moderate protection. Unlike the mobile command base (described below), the Chariot command speeder can get right into the thick of battle and out again within a

matter of moments. Often used by commanders who want to get a closer look at the way a battle is progressing, the command speeder is also frequently tasked with evacuating a commander from a hot zone. Veteran officers of the Clone Wars believed that the command speeder was far more reliable for evacuating an officer than the LAAT/i dropship, due to the fact that antistarfighter weapons often targeted the dropships while they were en route to recover important officers. The Chariot command speeder boasts advanced tactical displays, and it is often used by Imperial generals to move to the front lines, pick up a field commander, receive a face-to-face briefing, and then ferry the general back to the safety of a mobile command base.

Command Speeder **CL 8**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 16 (flat-footed 12), Fort 22; +7 armor
hp 120; **DR** 5; **Threshold** 32

Speed 12 squares (max. velocity 350 km/h)
Ranged laser cannon +3 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannon)

Abilities Str 34, Dex 18, Con —, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 3 (skilled); **Passengers** none
Cargo 200 kg; **Consumables** 3 days; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 40,000)

Laser cannon (gunner)
Atk +3 (-2 autofire), **Dmg** 3d10×2

Mobile Command Base

The Nen-Carvon PX-4 mobile command base is a specialized vehicle used by military commanders during large-scale engagements. The mobile command base is a tactical headquarters on treads; the interior features sophisticated computer systems, advanced communications arrays, and holographic tactical displays of remote battlefields, all of which allow the commanders to stay near enough to their troops to dynamically issue commands and move along with the battlefield. Though not designed to engage directly in combat, a mobile command base is protected by thick armor plating that gives it excellent survivability. Typically, a mobile command base is kept far from the battlefield, allowing the generals and other Imperial officers to remain inside a safe area where they can make command decisions far from the perils of combat. A mobile command base can be deployed by landing craft (they are most often deployed by LAAT/c dropships, but can sometimes be attached to the bottom of a *Sentinel*-class landing craft if no LAAT/c dropships are available) and recovered the same way.

Mobile Command Base **CL 8**
Gargantuan ground vehicle (tracked)
Init -8; **Senses** Perception +5

Defenses Ref 15 (flat-footed 15), Fort 27; +10 armor
hp 270; **DR** 15; **Threshold** 47

Speed 8 squares (max. velocity 200 km/h)
Ranged heavy laser cannon +5 (see below)
Fighting Space 8×8; **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (heavy laser cannon)

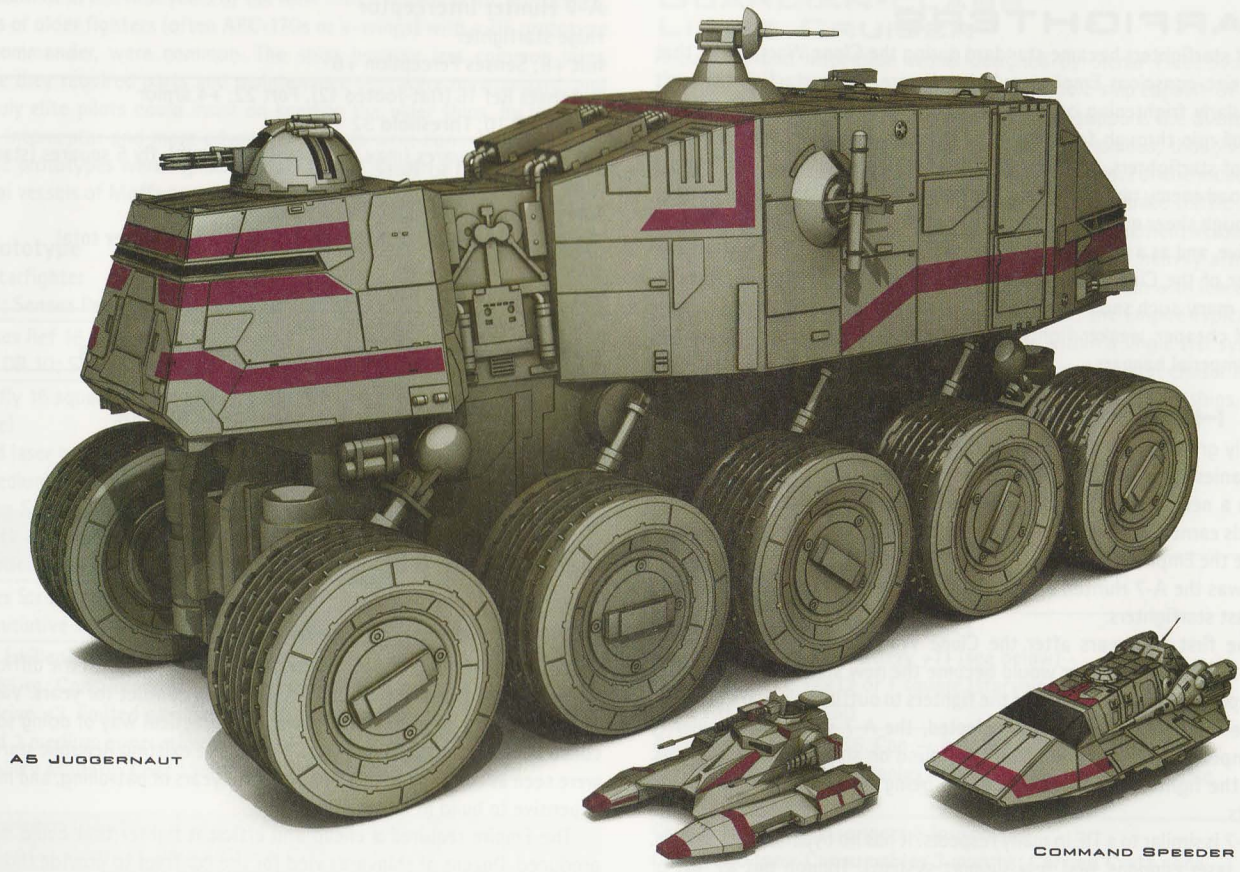
Abilities Str 45, Dex 10, Con —, Int 16
Skills Initiative -8, Mechanics +5, Perception +5, Pilot -8, Use Computer +5

Crew 3 (skilled); **Passengers** 7
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 300,000)

Heavy laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10×2, 2-square splash

TX-130T Fighter Tank

The TX-130T is a perfect example of the kind of repulsor-driven ground unit the Empire is trying to phase out. However, not only are many still in service, the Empire continues to manufacture them in small numbers to replace those lost in battle. Originally deployed at the end of the Clone Wars, the Rothana Heavy Engineering design is a nimble, effective strike tank. It can serve in infantry support, fast raid, forward scout, and even escort roles to protect heavier walkers. Though it lacks the heavy punch of an assault walker, its speed, maneuverability, and anti-infantry weaponry make it an excellent addition to any large ground force. Although many military advisors want to get rid of the TX-130T, so far nothing as well suited to dealing with small, nimble units of insurgent commandos has been developed to replace it.



TX-130T Fighter Tank **CL 8**
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defenses Ref 17 (flat-footed 13), Fort 21; +5 armor
hp 120; **DR** 5; **SR** 5; **Threshold** 31

Speed 8 squares (max. velocity 193 km/h)
Ranged laser cannons +1 (see below) and medium concussion missiles +1 (see below)
Fighting Space 3×3; **Cover** total
Base Atk +0; **Grp** +9

Abilities Str 33, Dex 18, Con —, Int 14
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use Computer +5

Crew 2 (normal); **Passengers** 5
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Payload 8 concussion missiles
Availability Military; **Cost** 42,000 (34,000 used)

Laser cannons (gunner)
Atk +2, **Dmg** 5d10×2

Medium concussion missiles (gunner)
Atk +2, **Dmg** 6d10×2, 2-square splash

STARFIGHTERS

The use of starfighters became standard during the Clone Wars, a fact that even the size-conscious Empire could not ignore. Since starfighters can't be particularly frightening or large compared to other starships, the new doctrine of rule through fear requires the Imperial Navy to field massive *numbers* of starfighters. Military planners envision swarms of starfighters that overload enemy targeting computers and block out the skies over target cities through sheer quantity. Of course, such a vast number of starfighters is expensive, and as a result the shielded, well-armored, hyperdrive-capable starfighter of the Clone Wars is no longer acceptable for Imperial needs. Although many such snub fighters still exist (and will for years), the new models of cheaper, weaker fighters have begun rolling off assembly lines and into Imperial hangars.

A-7 HUNTER

The rapidly growing military needs of the New Order created opportunities for companies to build new shipyards, especially if they could interest the Empire in a new line of vessels to be the standard of Imperial fleets. Kuat Drive Yards earned vast profits building Imperial Star Destroyers and wanted to provide the Empire with its starfighter fleets as well. The main entrant for this role was the A-7 Hunter, an update of a long-successful line of cheap, simple, fast starfighters.

For the first few years after the Clone Wars, many Imperial officers assumed that the A-7 Hunter would become the new standard snub fighter of the Empire and bought dozens of the fighters to outfit their ship's hangars. When the TIE fighter was instead selected, the A-7 waned in popularity among Imperials, though it could still be found on ships in fringe systems. Many of the fighters eventually ended up being used by mercenaries and insurgents.

The A-7 is similar to a TIE in many respects. It has no hyperdrive or shields, only two laser cannons, and few support systems. Though not as fast or maneuverable as later designs such as TIE interceptors or A-wings, it is more agile than a typical TIE. Ultimately, it's likely that its higher construction cost led to the Empire passing it over.

A-7 Hunter Interceptor **CL 6**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 22; +4 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 55 kg; **Consumables** 1 day; **Carried Craft** none
Hyperdrive none
Availability Military; **Cost** 80,000 (45,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 4d10×2

TIE PROTOTYPE

With the end of the Clone Wars, the Empire was faced with the difficult task of overseeing a galaxy that had been in open conflict for years. Vast areas of space had to be patrolled, and the only practical way of doing so was to construct thousands of small starfighters. The existing Republic starfighters were seen as too expensive to maintain for years of patrolling, and much too expensive to build in larger numbers.

The Empire required a cheap and efficient fighter that could be mass-produced. Dozens of shipyards vied for the contract to provide those ships, but Sienar Fleet Systems especially impressed the Emperor with its Twin Ion Engine prototype fighter. These fighters cost only a fraction to build compared to other proposals, and Sienar could begin production immediately.

The first prototype TIEs were actually tougher than the final version, but they also cost more. They featured weak shields, a small hyperdrive, and two one-shot concussion missile launchers, to allow them to serve as light bombers, long-assault craft, and snub fighters. However, the Twin Ion Engine was incompatible with many of those systems, requiring the TIE prototype to carry a secondary power supply for them. When the Empire decided to make numerous variant fighters, the decision was made to remove these generators for the basic TIE (reducing costs significantly, resulting in construction in vast numbers).

Even so, the TIE prototype was built in the hundreds for numerous test runs, and it remained very popular with its pilots (if not the Imperial

accountants). In the first years of the New Order, squads of TIE prototypes, or units of older fighters (often ARC-170s or V-wings) with a TIE prototype wing commander, were common. The ships became less common later, because they required parts and maintenance that were nonstandard, and only truly elite pilots could insist on keeping the older ships. By the time the TIE interceptor and more advanced fighters were commonly available, most TIE prototypes were replaced or scrapped, though a few were kept as personal vessels of Moffs and similar high-ranking officers.

TIE Prototype **CL 6**
Huge starfighter
Init +8; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 22; +4 armor
hp 60; **DR** 10; **SR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below) or 2 medium concussion missiles +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (2-jump memory)
Payload 2 medium concussion missiles
Availability Military; **Cost** 130,000 (75,000 used)

Laser cannons (pilot)
Atk +4 (-1 autofire), **Dmg** 4d10×2

Medium concussion missiles (pilot)
Atk +4, **Dmg** 8d10×2, 2-square splash

Space Transports

The Empire's move to capital ships that were unable to land easily on planetary surfaces makes space transports a critical part of any fleet. Transports are used to move troops to groundside battles, shuttle cargo from supply vessels to Star Destroyers, and move crew and commanders among ships of a fleet. Though often armed, such starships are much more valuable as convoy vessels than as warships.

Guardian-class Light Cruiser

A customs and inspection vessel designed by Sienar Fleet Systems, the *Guardian*-class light cruiser is a fast and durable ship capable of patrolling remote systems without the need for backup or support. The *Guardian*-class light cruiser was designed to be relatively autonomous, though of course it was not expected to fend off large-scale assaults. For the most part, the *Guardian*-class light cruiser handles smuggler and pirate traffic in remote systems, acting as both a command post and enforcement vessel. Though considered a light cruiser, the ship is actually just a heavily armed space transport designed to let small crews patrol a star system with few amenities. Despite the fact that the ship has a hyperdrive, the Empire typically limits the *Guardian*-class light cruiser to missions within a single star system. Any exercises that would normally force a *Guardian*-class light cruiser away from its home system usually warrant the assistance of larger ships, typically corvettes or smaller frigates.

Guardian-class Light Cruiser **CL 11**
Colossal space transport
Init –2; **Senses** Perception +5

Defenses Ref 19 (flat-footed 16), Fort 38; +16 armor
hp 300; **DR** 15; **SR** 120; **Threshold** 88

Speed fly 3 squares (starship scale)
Ranged laser cannon battery +11 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 16, Con —, Int 16
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 8 (skilled); **Passengers** 6 (prisoners)
Cargo 200 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale (estimated value 800,000)

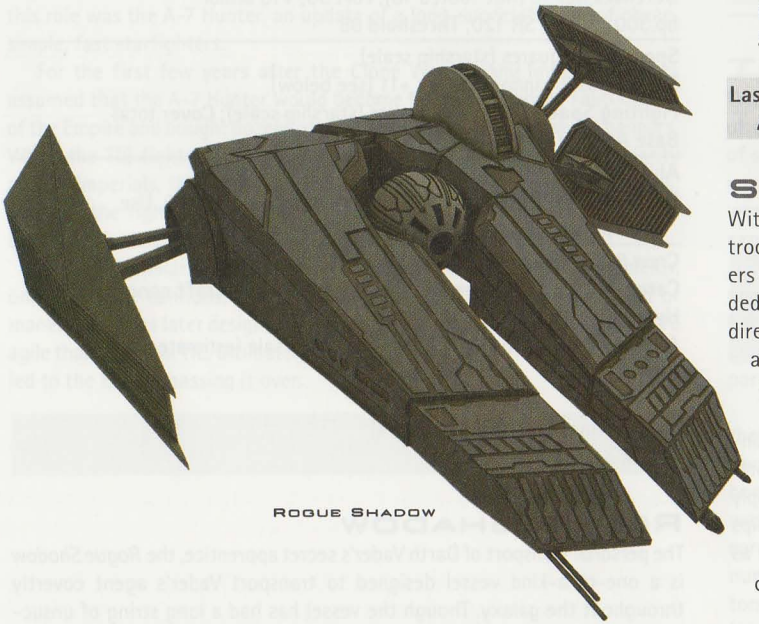
Laser cannon battery (4 gunners)
Atk +11, **Dmg** 5d10×2

Rogue Shadow

The personal transport of Darth Vader's secret apprentice, the *Rogue Shadow* is a one-of-a-kind vessel designed to transport Vader's agent covertly throughout the galaxy. Though the vessel has had a long string of unsuccessful pilots, the space transport is among one of the most sophisticated vessels in the galaxy. Having come across the schematics for Darth Maul's

Sith Infiltrator, Lord Vader commissioned a similar vessel from Sienar Fleet Systems. As with the Sith Infiltrator, only a single prototype of the *Rogue Shadow* was built before it was turned over to Vader and his apprentice. All the engineers and mechanics who knew of the project were killed to ensure their silence, and following its completion only a small number of people knew of the *Rogue Shadow*'s existence.

The vessel is reminiscent of the Sith Infiltrator both in form and capabilities. Heavily armed and boasting an advanced stygian crystal cloaking device (granting the ship total concealment when activated), the *Rogue Shadow* is capable of moving throughout the stars undetected. The ship is considerably faster and more maneuverable than others of its size, and its shields are nearly unparalleled. The *Rogue Shadow* also has a sensor enhancement package (granting the pilot a +5 equipment bonus on Perception checks and Use Computer checks to operate sensors) and a hyperdrive that moves the ship across the galaxy at speeds unheard of for a nonmilitary vessel. All of this impressive equipment is housed in a rather nondescript shell; Vader commanded that the ship be given a ubiquitous appearance, and as such the *Rogue Shadow* is a powerful combat vessel hiding beneath the looks of a civilian personal transport.



ROGUE SHADOW

Rogue Shadow **CL 12**
Colossal* space transport
Init +8; **Senses** Perception +12

Defenses Ref 17 (flat-footed 11), Fort 25; +11 armor
hp 110; **DR** 15; **SR** 40; **Threshold** 75

Speed fly 16 squares (max. velocity 1,350 km/h), fly 6 squares (starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +45
Atk Options autofire (laser cannons)

Abilities Str 40, Dex 22, Con —, Int 20
Skills Initiative +8, Mechanics +12, Perception +12, Pilot +8, Stealth +12 (total concealment when cloaking device active), Use Computer +12 (+17 when using sensors)

Crew 1 (ace); **Passengers** 8
Cargo 15 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×.5, navicomputer
Availability Unique; **Cost** not available for sale
* *This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Laser cannons (pilot)
Atk +15 (+10 autofire), **Dmg** 7d10×2

SENTINEL-CLASS SHUTTLE

With the change from starships that were able to land on planets to offload troops (such as the Acclamator assault ships) to spacebound Star Destroyers that brought troops into orbit but no farther, the New Order needed a dedicated, armored, maneuverable landing craft to safely transport troops directly into battle. Since these landing craft needed to be carried easily aboard larger ships, the existing CR20 troop carriers were not suitable. Using many of the same design elements as the *Theta*-class and *Lambda*-class, the *Sentinel*-class landing craft was built. Lacking in comfort or long-range capability, it has plenty of space, speed, and armor for the short-range missions it excels at.

Most Star Destroyers of every class have at least a few *Sentinel*-class ships, as do many Imperial garrisons. In addition to acting as troop transports, the vehicles can serve as air support, short-range scouts, light cargo vessels, or even starfighter support.

Sentinel-class Landing Shuttle CL 10
Gargantuan starfighter
Init +5; **Senses** Perception +5

Defenses Ref 21 (flat-footed 16), Fort 26; +11 armor
hp 120; **DR** 10; **SR** 50; **Threshold** 49

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)
Ranged 4 linked sets of laser cannons +4 (see below) and ion cannon +4 or
Ranged 2 medium concussion missiles +4 and 2 repeating blaster cannons –1
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons, repeating blaster cannons)

Abilities Str 42, Dex 20, Con —, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 6 (skilled); **Passengers** 54 (troops)
Cargo 180 tons; **Consumables** 1 month; **Carried Craft** up to 36 light ground vehicles
Payload 8 medium concussion missiles
Hyperdrive ×1 (backup ×10), navicomputer
Availability Restricted; **Cost** 240,000

Laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10×2

Ion cannon (copilot)
Atk +4, **Dmg** 4d10×2 ion

Medium concussion missiles (2 gunners)
Atk +4, **Dmg** 8d10[ts[2, 2-square splash

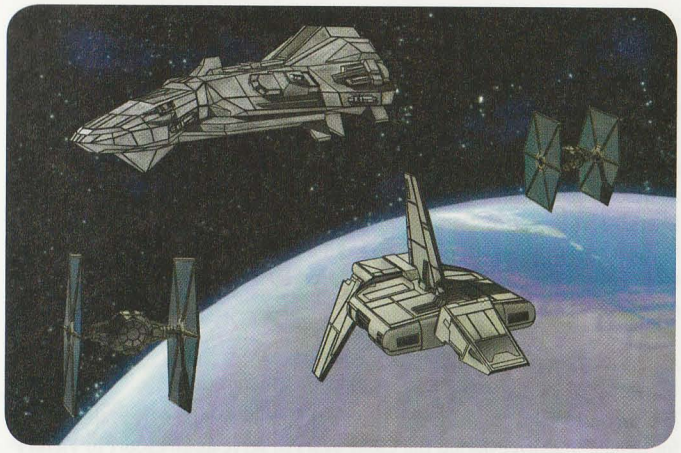
Repeating blaster cannons (2 gunners)
Atk –1 (autofire only), **Dmg** 3d8×2

Capital Ships

Capital ships are the backbone of the new Imperial navy. Although Imperial Star Destroyers are the workhorses of that fleet, many other vessels are required to keep order across the vast sectors of the Empire's control.

Escort Carrier

With the TIE fighter overtaking other starfighters as the Empire's weapon of choice, the need to transport entire squadrons of fighters quickly across the galaxy became apparent very quickly. After some rather embarrassing defeats due to a lack of TIE fighter support, the Imperial Navy quickly commissioned Kuat Drive Yards to craft a ship capable of serving as a fighter launch platform.



Tartan-class Patrol Cruiser, TIE Fighters, Sentinal-class Landing Shuttle

Escort Carrier CL 14
Colossal (frigate) capital ship
Init –3; **Senses** Perception +5

Defenses Ref 13 (flat-footed 11), Fort 34; +11 armor
hp 660; **DR** 15; **SR** 30; **Threshold** 134

Speed fly 2 squares (starship scale)
Ranged point defense double laser cannon battery +13 (see below) and medium concussion missiles +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +46

Abilities Str 58, Dex 14, Con —, Int 16
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 3,505 (skilled); **Passengers** 800 (troops)
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 72 TIE fighters, 6 shuttles (*Lambda*–, *Sentinel*–, or *Theta*–class)
Payload 60 medium concussion missiles
Hyperdrive ×1 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale (estimated value 3,500,000)

Point defense double laser cannon battery (5 gunners)
Atk +13, **Dmg** 3d10×2

Medium concussion missiles (gunner)
Atk +5, **Dmg** 6d10×2, 2-square splash

The result is the Escort Carrier, a ship that can launch and store TIE fighters at a much faster rate than other capital ships can. Though lightly armed, the Escort Carrier can disgorge starfighters at an incredible pace, making it easy to flood the battlefield with fighter support in a matter of seconds.

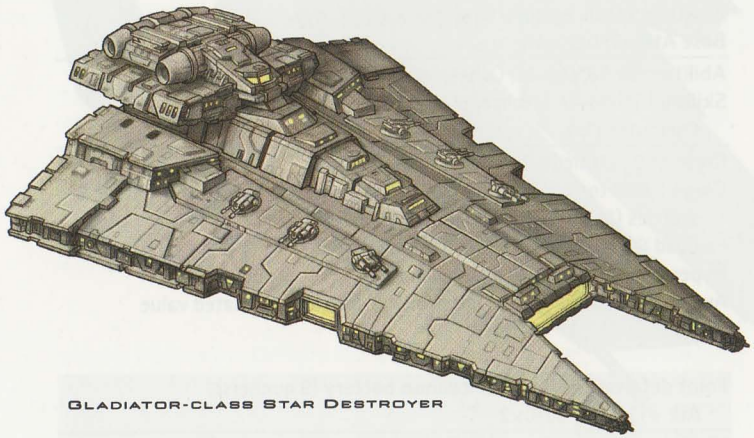
Tactical Fire: An Escort Carrier is an excellent starfighter support vessel, designed to ensure that its complement of starfighters reaches the battle as quickly as possible, including carving out safe movement lanes with its lasers. As a standard action, an Escort Carrier can forgo all attacks to provide tactical fire to all adjacent squares. All allied starfighters that begin their turns within this area increase their speed by 1 square until the beginning of their next turn.

Gladiator-class Star Destroyer

The *Gladiator*-class Star Destroyer was originally designed by Walex Blissex for Rendili StarDrive during the Clone Wars to serve as an escort to *Victory*-class Star Destroyers. However, the Gladiators were not put into production until shortly after the Clone Wars. Further, the design was appropriated by the New Order and given to Kuat Drive Yards for improvement, after the Victory Star Destroyers were seen as something of a disappointment. Blissex received little credit for the final design.

The *Gladiator*-class was redesigned as a long-range patrol ship, able to carry the New Order—in the form of administrators, starfighters, and troops—into the far reaches of the fringe regions. Rather than being seen as small for a capital ship, Imperial planners conceived of the ship as a large patrol cruiser, self-sufficient and much larger than the light capital ships of pirates and planetary defense fleets it was expected to oppose. The *Gladiator*-class was to be the first Imperial Star Destroyer many worlds saw, and it was overpowered for such simple patrol missions. As conceived, the Gladiators were an important part of the Tarkin Doctrine, huge by patrol-craft standards and a promise of bigger and more frightening Imperial ships to come if a local populace was uncooperative.

In actuality, although the Gladiator Star Destroyers were extremely effective and cost-efficient for many years, that situation changed once the Rebel Alliance formed a cohesive fleet of its own. Lone Imperial craft became attractive targets for a fleet that couldn't risk itself against Imperial



Gladiator-class Star Destroyer

Gladiator-class Star Destroyer **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 15 (flat-footed 13), Fort 51; +13 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 251

Speed fly 2 squares (starship scale)
Ranged 5 light turbolaser batteries +13* (see below) and
2 point defense laser cannon batteries +13 (see below) and
2 medium concussion missile batteries +13* (see below) and
3 tractor beam batteries +5* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +63
Atk Options autofire (point defense laser cannons)

Abilities Str 92, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1,255 (skilled); **Passengers** 1,200 (troops)
Cargo 6,000 tons; **Consumables** 2 years; **Carried Craft** 24 starfighters
Hyperdrive ×1 (backup ×8), navicomputer
Payload 300 medium concussion missiles
Availability Military; **Cost** not available for sale (black market value 34,000,000)
* *Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 4d10×5

Point defense laser cannon battery (5 gunners)
Atk +13 (+8 autofire), **Dmg** 4d10×2

Medium concussion missile battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 8d10×2, 2-square splash

Tractor beam battery (2 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** — (grapple +63)

Star Destroyers. A single Gladiator was easily able to deal with squadrons of smaller ships, but could be outgunned by even a small group of Mon Cal capital ships. Several *Gladiator*-class ships fell into the hands of pirate bands (including the *Demolisher* at about 15 BBY), usually as a result of attacks on repair bays or ambushes in space.

The same keel design as the *Gladiator*-class was also used for the *Broadside*-class cruiser. The *Broadside*-class eliminates all starfighters or landing craft and all but two turbolasers in favor of eight concussion missile tube batteries (with a 1,200 missile payload). However, a Broadside lacks the self-contained support to qualify as a Star Destroyer, instead being classified as a heavy cruiser. *Broadside*-class cruisers also sacrifice maneuverability (Dexterity 10) and armor (+12 armor bonus), causing them to require escorts and to be used only in fleet engagements.

Tactical Fire: Imperial Star Destroyers are designed to provide heavy gunnery support in any situation, and they excel at disrupting other capital ships above all. Their weakness against other ships, such as starfighters, is usually overcome by their own complement of starfighters. As a standard action, a *Gladiator*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships attacking targets within this area gain a +2 bonus on attack rolls.

Tartan-class Patrol Cruiser

One of the first starships to be commissioned for the newly formed Empire, the *Tartan*-class patrol cruiser is a fast and deadly ship used to supplement Imperial patrols throughout the galaxy. Produced by the Damorian Manufacturing Corporation, the *Tartan*-class is primarily used against fighters, bombers and small pirate vessels, and is usually tasked with keeping order. Though modestly armed, the *Tartan*-class patrol cruiser complements other mid-sized ships, such as the *Carrack*-class light cruiser, while requiring a much smaller crew complement.

The *Tartan*-class patrol cruiser is a versatile ship that can transfer power between its systems with relative ease. As a result, one less swift action is required to recharge shields or reroute power aboard the ship (usually resulting in both actions requiring two swift actions to complete). The ship is also exceptionally faster than others its size, allowing it to pursue starfighters and space transports that can usually escape capital ships. Though it's no match for larger vessels, such as the Nebulon-B frigate, the *Tartan*-class patrol cruiser is an excellent support ship that can outgun many corvettes and still pose a major threat to attacking starfighters.

Tactical Fire: The *Tartan*-class patrol cruiser works well as both a support vessel and an antistarfighter platform. As a standard action, a *Tartan*-class patrol cruiser can forgo all attacks to provide tactical fire to all adjacent squares. The DR of all enemy starfighters within that area is halved (round down) as long as they remain in the tactical fire area.

Tartan-class Patrol Cruiser **CL 15**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +5

Defenses Ref 14 (flat-footed 11), Fort 35; +11 armor
hp 870; **DR** 15; **SR** 90; **Threshold** 135

Speed fly 4 squares (starship scale)
Ranged 2 point-defense laser cannon batteries +14 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47

Abilities Str 61, Dex 16, Con —, Int 18
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2, Use Computer +5

Crew 70 (skilled) **Passengers** 50 (troops)
Cargo 1,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x2, (backup x12), navicomputer
Availability Military; **Cost** not available for sale (estimated value 4,200,000)

Point-defense laser cannon battery (5 gunners)
Atk +14, **Dmg** 6d10x2

Venator-class Star Destroyer

The *Venator*-class Star Destroyer was designed by Lire Blissex as the ultimate capital-class warship of the Clone Wars. It went into service late in the war, however, and actually saw more service in the early days of the New Order. However, as icons of the Old Republic's military might, the ships were politically unpopular with the Empire's new propaganda offices. Additionally, their use as starfighter carriers, using swarms of smaller ships for much of their combat power, didn't match well with the new Tarkin Doctrine. As a result, the Venators were put out of service as fast as new *Imperial*-class ships could be built to replace them. Many were sold for scrap, only to appear in the hands of major criminal organizations or the Moff's private home defense fleets.

Tactical Fire: A *Venator*-class Star Destroyer is an excellent starfighter carrier capable of operating close to the action and supporting its fighter corps. As a standard action, a *Venator*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships of Gargantuan size or smaller within this area gain a +2 bonus on attack rolls and increase their damage dice by one step (for example, from 4d10x2 to 4d12x2).

Venator-class Star Destroyer CL 19
Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 52; +13 armor
hp 1,590; **DR** 20; **SR** 200; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 2 heavy turbolaser batteries +11* (see below) and
2 medium double turbolasers +7* (see below) and
8 point-defense laser batteries +13 (see below) and
2 point-defense flight deck laser batteries +15 (see below) and
2 tractor beam batteries +9* (see below) and
4 proton torpedoes +5* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total (crew), +5 (ships in flight deck when hangar open)
Base Atk +2; **Grp** +74
Atk Options autofire (medium double turbolasers)

Abilities Str 95, Dex 12, Con —, Int 16
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 7,400 (skilled); **Passengers** 2,000 (troops)
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 192 V-wings or V-19 Torrents, 192 Eta-2s, 36 ARC-170s, 40 heavy airspeeders, 24 heavy walkers, various support craft
Payload 64 proton torpedoes
Hyperdrive ×1 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale (black market value 50,000,000 used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Heavy turbolaser battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** 8d10×5

Medium double turbolaser (gunner)
Atk +7 (–13 against targets smaller than Colossal) (+2 autofire) (–18 autofire against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense laser battery (5 gunners)
Atk +13, **Dmg** 3d10×2

Point-defense flight deck laser battery (6 gunners)
Atk +15, **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** — (grapple +74)

Proton torpedo (gunner)
Atk +5 (–15 against targets smaller than Colossal), **Dmg** 9d10×2, 2-square splash

Victory-class Star Destroyer

The *Victory*-class Star Destroyer was designed during the Clone Wars by Walex Blissex as part of the Victor Initiative Project, aimed at producing dedicated warships to directly oppose the heavy warships of the Separatists. At the time of its first production, there was serious doubt about the Republic's ability to defeat the Separatists, and as a result a crash building program churned out a large number of *Victory*-class ships. Though successful enough in fleet engagements, the ships turned out to be painfully slow, and they depended heavily on missile munitions (preventing them from engaging in long running battles). By the end of the Clone Wars, superior ships were already in production.

However, since so many *Victory*-class Star Destroyers were in existence, they became the backbone of Imperial power for the first decades of the New Order. Though *Imperial*-class Star Destroyers were larger and more powerful, *Victory*-class ships were far more common. Small, unorganized bands of pirates or insurgents rarely required more than a *Victory*-class ship (often with a few customs corvettes as escorts). In later years, enough other classes of ships had been built that the aging *Victory*-class vessels were no longer as common. Many were sold to private concerns, including several hundred to the Corporate Sector Authority.

Variants of the *Victory*-class were common. Though the standard model carries twenty massive assault concussion missile tubes (for planetary assaults), many replaced those with eighty standard concussion missile launchers (with a total payload of 1,600 missiles). A later upgrade, the Victory-II, had improved engines installed for a higher speed (3 squares). These became much more commonplace after the fall of the Emperor, and created a new era for the decades-old ships.

Tactical Fire: Imperial Star Destroyers are designed to provide heavy gunnery support in any situation, and excel at disrupting other capital ships above all. Their weakness against other ships, such as starfighters, is usually overcome by their own complement of starfighters. As a standard action, a *Victory*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships attacking targets within this area gain a +2 bonus on attack rolls.

"ALERT MY STAR DESTROYER TO PREPARE FOR MY ARRIVAL."
— DARTH VADER

Victory I-class Star Destroyer CL 19
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 45; +12 armor
hp 1,200; **DR** 20; **SR** 150; **Threshold** 245

Speed fly 1 square (starship scale)
Ranged 4 heavy double turbolaser batteries +14* (see below) and
2 light quad turbolaser batteries +14* (see below) and
4 heavy concussion missile batteries +14* (see below) and
2 tractor beam batteries +14* (see below) and
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +67
Atk Options autofire (double turbolasers, light quad turbolasers)

Abilities Str 90, Dex 14, Con —, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

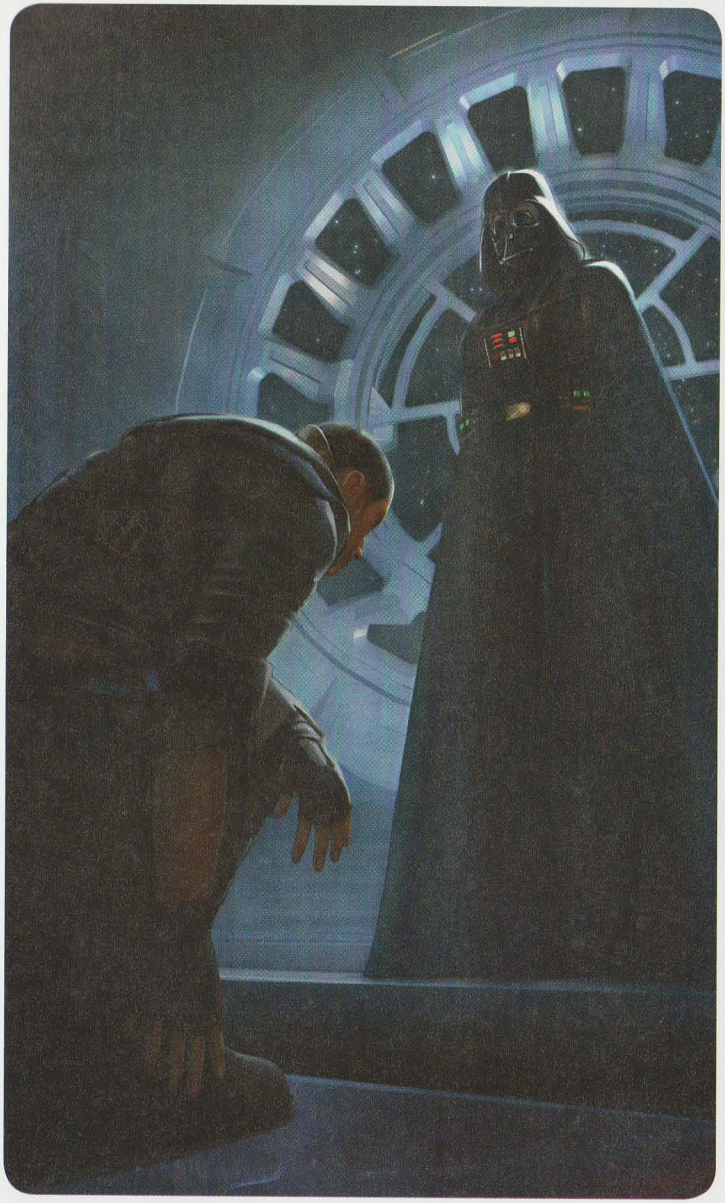
Crew 5,200 (skilled); **Passengers** 2,040 (troops)
Cargo 8,100 tons; **Consumables** 4 years; **Carried Craft** 48 starfighters, 20 heavy ground vehicles, 20 medium ground vehicles, various support craft
Payload 80 heavy concussion missiles
Hyperdrive x1 (backup x15), navicomputer
Availability Military; **Cost** not available for sale (black market value 50,000,000 used)
** Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Heavy double turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal) (+9 autofire), **Dmg** 4d10x5

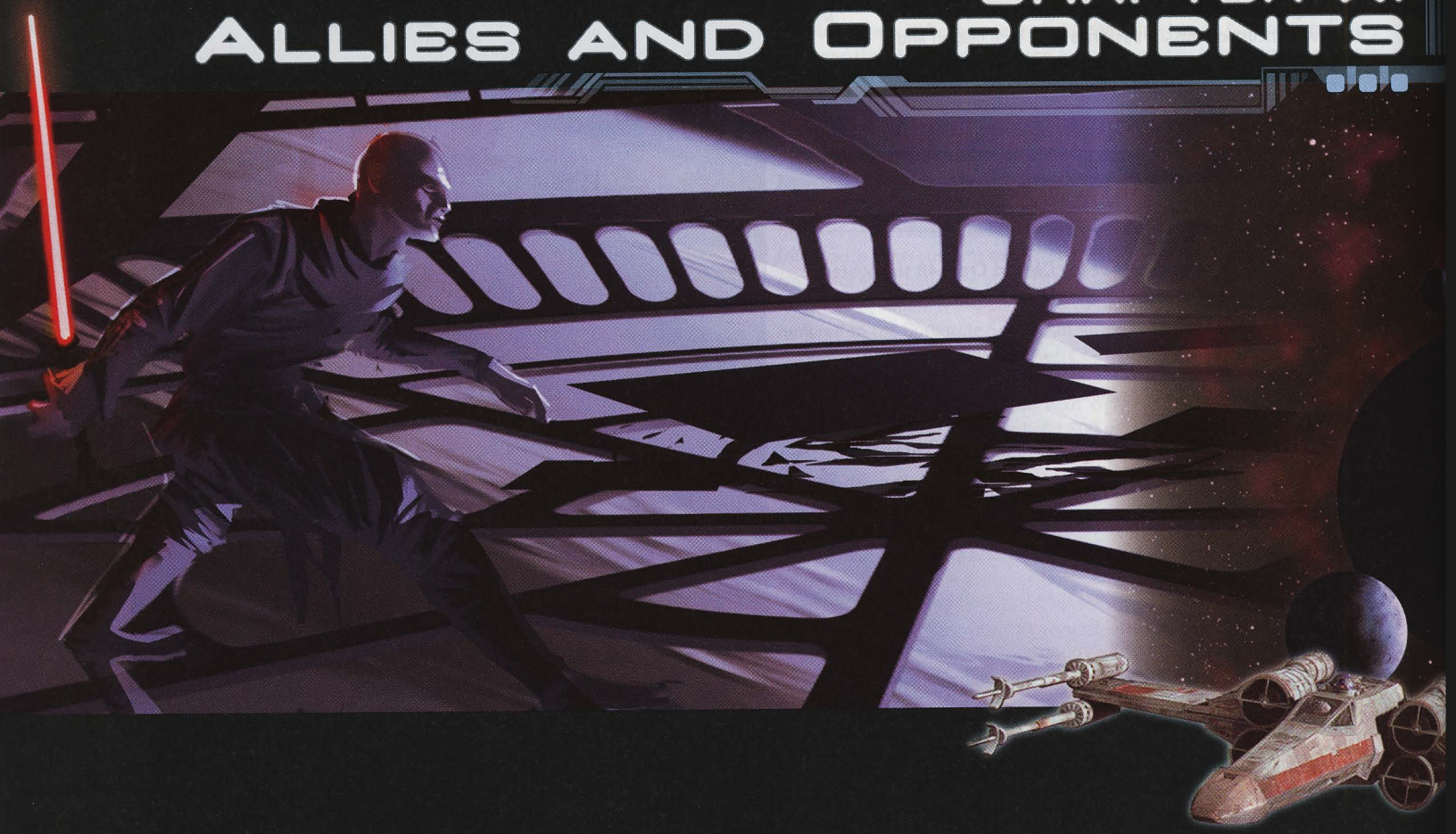
Light quad turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal) (+9 autofire), **Dmg** 3d10x5

Heavy concussion missile battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 8d10x5, 2-square splash

Tractor beam battery (3 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** — (grapple +67)



Chapter XI
Allies and Opponents





A *Force Unleashed* campaign is about more than just the heroes fighting the Empire. While the heroes struggle to strike critical blows against the monolithic Empire, the rest of the galaxy continues on with its daily business. Throughout the course of a *Force Unleashed* campaign, the heroes might have the chance to come across allies and enemies not directly related to the struggle against the Empire or the power of the Force. Moreover, the heroes might need to rely on these allies to keep themselves active in the galaxy. This chapter presents new allies and opponents for use during the Dark Times.

Important Figures of the Dark Times

A Gamemaster running a campaign during the Dark Times can draw upon a variety of characters to aid and challenge players. These include unique, heroic characters who play pivotal roles during this period as well as non-heroic supporting characters.

The less common the character, the less likely it is that heroes might encounter that individual in the everyday course of events. For instance, a band of freedom fighters has a better chance of meeting pirates and Jawas than it does a Galactic Senator or a renegade Jedi. Some characters by their very nature stick to certain territory, such as the Felucians and Kazdan Paratus. Others range around certain regions, including the Senators, Master Rahm Kota and his militia, and Wookiee berserkers.

Bail Organa

Despite witnessing Palpatine's rise to power and the brutal creation of the New Order, Bail Organa continues to represent Alderaan in the Galactic Senate while quietly working to undermine the Emperor's power. Without openly joining the resistance, he covertly aids subversive elements fighting Imperial tyranny, even finding and aiding refugee Jedi. Toward the end of the Dark Times, he eventually works with Mon Mothma to form the basis for the Rebel Alliance.

Throughout this period, Organa openly professes loyalty to the Empire. Although this strategy helps maintain the illusion that the Imperial Senate actually has influence over galactic affairs, it keeps him in a position to work within the bureaucracy and behind the scenes to aid the nascent resistance movements sprouting up across the galaxy.

Organa uses his connections in the Senate to secretly oppose Palpatine's broad policies and several specific operations. When he learned of the Emperor's plot to assassinate Corellian Senator Garm Bel Iblis, Organa dispatched an Alderaanian agent to warn him; the Senator escaped the bomb, but the explosion killed his family and sent him into hiding to form his own resistance group and later organize clandestine military operations

against Imperial targets. Through his position and contacts, Organa gained foreknowledge of the Emperor's decision to arrest Chandrilan Senator Mon Mothma for treason as an example to others; a bodyguard spirited her to safety ahead of the ISB agents sent to arrest her. While in hiding, both Garm Bel Iblis and Mon Mothma work with Organa through secret channels to form the foundation of what would become the Rebel Alliance.

Organa uses his political position to covertly aid resistance groups, particularly those in the Core Worlds. Using a network of diplomatic operatives, he quietly leaks useful information to planetary rulers, dissidents in hiding, and insurgent fighters who might employ that information against the Emperor's plans. Organa also does what he can to secretly aid those who are fleeing Imperial persecution, particularly outlaw Jedi. He helps Yoda and Obi-Wan Kenobi escape from Coruscant in the wake of Palpatine's betrayal. When Organa or his agents find a Jedi in need, they offer what aid they can and attempt to hide the Jedi, either by using a carefully concealed location or by creating a new identity; for instance, Organa finds one Jedi a job as one of his personal advisors under the guise of the Trustant of the Caamasi Remnant on Alderaan.

Organa encourages Garm Bel Iblis and Mon Mothma in their efforts to establish a galaxywide resistance movement, though he spends much time fostering a balance between the two dynamic and often obstinate personalities. Toward the end of the Dark Times, they meet in secret with other representatives to sign the Corellian Treaty, forming a loose union of resistance groups that would become the Rebel Alliance. Organa's best hope remains his daughter Leia, whom he adopted after the death of her mother, Padmé Amidala. During the Dark Times, he and a close group of tutors (including Sabé) raise Leia and train her in both the diplomatic arts and the broad-minded thinking necessary to bring the galaxy out from beneath the Empire's oppressive boot.



Bail Organa **CL 9**
Medium Human noble 9
Destiny 2; **Force** 4
Init +10; **Senses** Perception +16
Languages Basic, Mon Calamarian, Sullustese

Defenses Ref 12 (flat-footed 11), Fort 14, Will 18; Dodge
hp 50, **Threshold** 14

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged blaster pistol +7 (2d6+4)
Base Atk +6; **Grp** +7
Atk Options Melee Defense
Special Actions Born Leader, Inspire Confidence, Presence, Quick Draw

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 15, Cha 14
Talents Born Leader, Connections, Educated, Inspire Confidence, Presence
Feats Dodge, Linguist, Melee Defense, Quick Draw, Skill Focus (Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Training (Initiative), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +11, Pilot +10, Treat Injury +11, Use Computer +10
Possessions blaster pistol, comlink, datapad

Mon Mothma

Unlike Bail Organa, Mon Mothma speaks more openly against Imperial oppression and thus brings upon herself Palpatine's attention and, ultimately, reprisal.

The Senator from Chandrila maintains the diplomatic tradition of her homeworld, which espouses outspoken and frank political discussion and even dissent. She opposes the military buildup before the Clone Wars and advocates that Palpatine relinquish his power when the conflict ends. Mon Mothma not only represents Chandrila's interests in galactic affairs, but speaks out for the rights of individual local systems as Imperial policies

begin depriving them of their rights to self-governance.

Her forthright views against the Empire bring Mon Mothma under closer scrutiny by the ISB, COMPNOR, and the Emperor himself, thus preventing her from dabbling in more effective covert efforts to undermine Imperial rule. She uses her official channels, Senatorial privilege, and political contacts to effect change, maintaining a belief that the system of government, no matter how broken, still has some small degree of effectiveness. During these years, she meets frequently with colleagues on Coruscant and their homeworlds, introduces fruitless measures to grant local systems relief from Imperial policies, and tries to place Senate oversights on Imperial operations. Mon Mothma also tutors Bail Organa's daughter, Leia, in diplomatic and political affairs, preparing her to succeed her father as Alderaan's representative in the Senate and eventually lead a galaxy-spanning resistance movement.

Toward the end of the Dark Times, Palpatine finally loses patience with Mon Mothma's outspoken opposition and covert operations with resistance groups. He orders her arrest by ISB agents, but she narrowly escapes capture thanks to a tip from Bail Organa. She continues working in secret to undermine Imperial power, support and unite disparate insurgent groups, and forge an official alliance that openly opposes the Empire.

Mon Mothma **CL 8**
Medium Human noble 8
Destiny 2; **Force** 6
Init +9; **Senses** Perception +16
Languages Basic, Bothese, Mon Calamarian, Sullustese

Defenses Ref 19 (flat-footed 19), Fort 18, Will 22
hp 45; **Threshold** 17

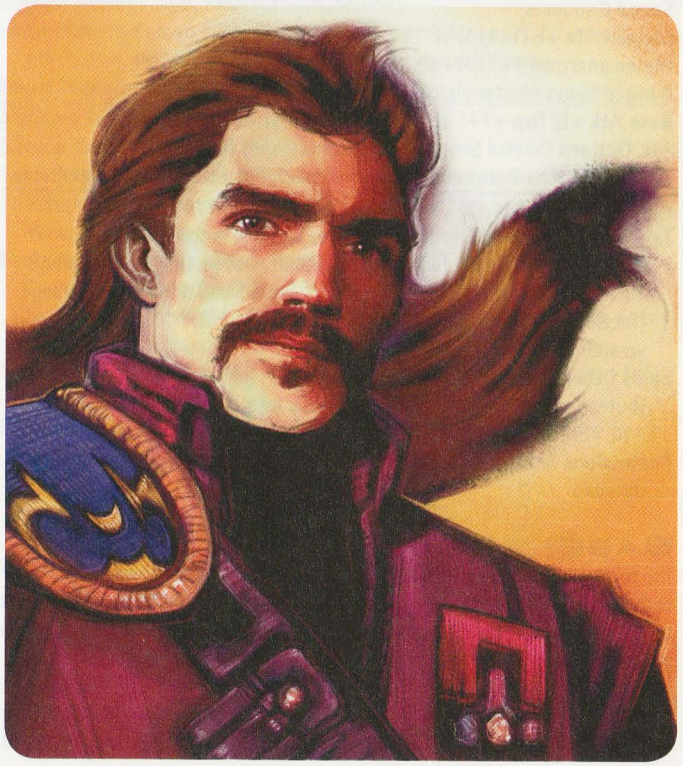
Speed 6 squares
Melee unarmed +5 (1d4+3)
Ranged hold-out blaster pistol +6 (3d4+4)
Base Atk +5; **Grp** +5
Special Actions Born Leader, Coordinate +1, Distant Command, Presence

Abilities Str 8, Dex 11, Con 10, Int 15, Wis 15, Cha 17
Talents Born Leader, Coordinate, Distant Command, Presence
Feats Linguist, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Use Computer), Skill Training (Knowledge [galactic lore]), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Deception +17, Gather Information +17, Initiative +9, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +16, Persuasion +17, Stealth +9, Use Computer +16
Possessions hold-out blaster pistol, datapad, comlink, holorecorder, 500 credits

Garm Bel Iblis

Corellia's Senator frequently chafes against Imperial rule and subsequently becomes a victim of its vengeance. He ultimately loses his family, position, and influence, fleeing underground as an outlaw who rises to lead a growing band of resistance fighters.

Garm Bel Iblis holds Corellian interests and independence at heart, trying to keep the system out of the folly of the Clone Wars, and later—upon seeing that Corellia could no longer fend off Imperial interference—secretly establishing and supporting political resistance groups throughout his system. Bel Iblis quickly realizes how ineffective Palpatine's rise to power makes the Imperial Senate. Though he uses his diplomatic privilege, political contacts, and administrative resources to work behind the scenes undermining the Emperor's policies and aiding insurgents, Bel Iblis does not conceal his disdain for Palpatine and the New Order. The charismatic Senator quickly draws unwanted attention from the Emperor, ISB, and COMPNOR. On Anchoron, he narrowly escapes an assassination attempt thanks to a tip from one of Bail Organa's secret emissaries; his wife and family die in the explosion, fueling Bel Iblis's resolve to fight Palpatine and his tyrannical Empire.



The bomb plot offers Bel Iblis a means to escape; in the confusion he flees the scene and goes into hiding. Many believe he died in the explosion, a rumor Palpatine does not deny in an effort to intimidate opposition to his rule. Bel Iblis uses these circumstances to his advantage, secretly recruiting volunteers from Corellia for a private military resistance group that begins targeting key Imperial facilities in the Corellian sector. He sought aid from his former colleagues Bail Organa and Mon Mothma; despite their differences, they operate as the most cohesive insurgent group during the Dark Times. Ultimately the trio works through secret channels to form the foundation of what would become the Rebel Alliance.

Garm Bel Iblis **CL 8**
Medium Human noble 6/soldier 2
Destiny 1; **Force** 4
Init +10; **Senses** Perception +12
Languages Basic, Bothese

Defenses Ref 14 (flat-footed 13), Fort 18, Will 17; Dodge
hp 57; **Threshold** 23

Speed 6 squares
Melee knife +6 (1d4+4) or
Melee unarmed +6 (1d4+4)
Ranged heavy blaster pistol +7 (2d8+4)
Base Atk +6; **Grp** +7
Atk Options Careful Shot, Melee Defense, Point Blank Shot
Special Actions Born Leader, Coordinate +1, Fearless Leader, Indomitable

Abilities Str 11, Dex 13, Con 10, Int 12, Wis 16, Cha 14
Talents Born Leader, Coordinate, Fearless Leader, Indomitable
Feats Armor Proficiency (light), Careful Shot, Dodge, Improved Damage Threshold, Melee Defense, Point Blank Shot, Skill Training (Knowledge [tactics]), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (tactics) +10, Perception +12, Persuasion +11, Pilot +10
Possessions heavy blaster pistol, blast helmet and vest, knife, comlink, datapad

Sabé

The former handmaiden and bodyguard for Padmé Amidala pursues a similar career after the Clone Wars, working as a diplomatic agent for Naboo's rulers and a clandestine operative for the resistance movement among various Imperial Senators and insurgent groups.

After the Clone Wars, Sabé continues her service to the Naboo government as an aid to its representative to the Imperial Senate. Angered by what little she knew of her friend Padmé Amidala's death, Sabé identifies and cultivates contacts in the Senate and on sympathetic worlds who secretly opposed Palpatine's tyrannical rule and the Empire's oppressive policies. While walking the corridors of the bureaucracy she quietly aids the resistance, relaying messages between agents, gathering, analyzing, and disseminating intelligence, guarding against Imperial treachery, and counseling those who are seeking to channel aid to freedom fighters around the galaxy.

As a diplomatic emissary, Sabé has official access to transportation, not only between Naboo and Coruscant but to any worlds that have business, negotiations, or ties with her homeworld. This mobility enables her to expand her secret resistance activities beyond the Senate chamber; she smuggles equipment to nascent insurgent cells, conveys intelligence about Imperial operations, and trains freedom fighters in combat and espionage.

During this time, she befriends Senator Bail Organa and becomes one of his principal agents carrying out operations behind the scenes. She makes many trips to Alderaan to check in on Amidala's daughter, now Organa's adopted daughter, Leia. Organa encourages Sabé to tutor Leia and her close companion Winter in a variety of subjects, from etiquette and bureaucracy to the more esoteric arts. Though Leia learns much from Sabé, Winter spends more time with her, improving skills that later serve her well as Leia's double and bodyguard.

Sabé **CL 6**
Medium Human noble 2/scoundrel 4
Force 1
Init +9; **Senses** Perception +14
Languages Basic, Gunganese, Huttese, Ryl, Shyriiwook (cannot speak)

Defenses Ref 20 (flat-footed 18), Fort 16, Will 20; Dodge
hp 37; **Threshold** 21

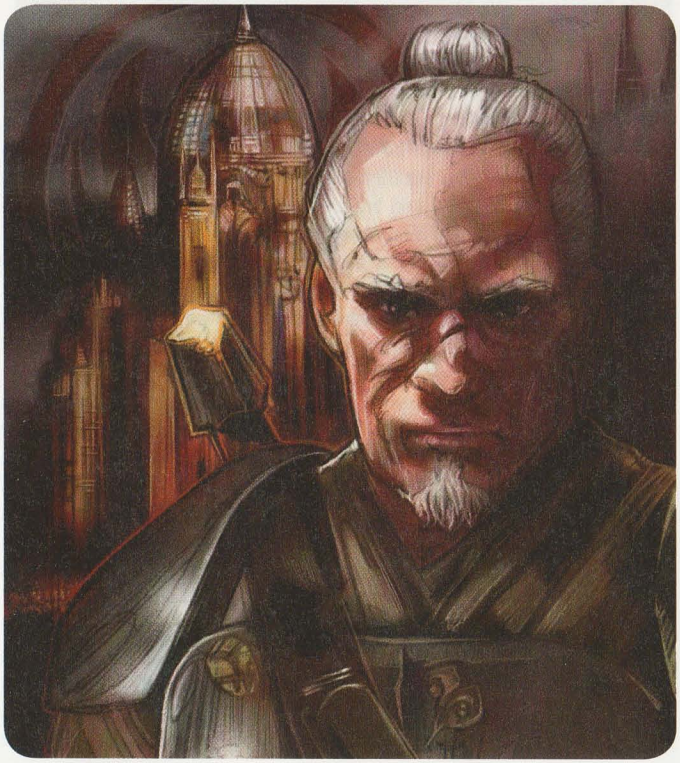
Speed 6 squares
Melee vibrodagger +5 (2d4+2)
Ranged hold-out blaster +5 (3d4+3)
Base Atk +3; **Grp** +5
Special Actions Bolster Ally, Disruptive, Walk the Line

Abilities Str 8, Dex 14, Con 11, Int 14, Wis 14, Cha 16
Talents Bolster Ally, Disruptive, Walk the Line
Feats Dodge, Improved Damage Threshold, Linguist, Skill Focus (Deception), Skill Focus (Perception), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +15, Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +14, Persuasion +10, Treat Injury +9, Use Computer +9
Possessions comlink, datapad, handmaiden robes, hold-out blaster, vibrodagger

Master Rahm Kota

When the Clone Wars break out and Palpatine reveals his massive armies of clone troopers, many express their concern at this explosive military escalation. Jedi Master Rahm Kota, promoted to a position as a general during the conflict, assembled his own hand-picked and personally trained militia unit entirely free of clone personnel. Kota's Militia deploys both as a combat unit in the field and as a special operations force against specialized targets. The decision costs Kota during the many battles in the Clone Wars. He slowly grows weary of seeing his soldiers and trusted friends fall in a conflict that he ultimately suspects will elevate Palpatine, exterminate the Jedi, and destroy the Republic.

His choice to lead nonclone troops saves Kota from Order 66, since he has no clones under his command and thus no hostile military force betraying him; however, it dooms him and his soldiers to an existence as hunted renegades and known enemies of the Empire during the Dark Times. Kota and his militia flee into the Outer Rim and establish a string of small bases from which they sabotage and assault a number of Imperial facilities, including a TIE fighter construction installation above Nar Shaddaa. They live a dangerous existence, constantly on the run from Imperial forces and evading an ever-intensifying hunt for renegade Jedi. Despite his military leadership and expertise as a Jedi, Kota eventually falls prey to one of Vader's minions hunting down the last vestiges of the Jedi Knights.



Master Rahm Kota **CL 14**
Medium Human Jedi 7/soldier 3/Jedi Knight 3/Jedi Master 1
Destiny 1; **Force** 6
Init +13; **Senses** Perception +19
Languages Basic

Defenses Ref 28 (flat-footed 27), Fort 30, Will 29; Block, Deflect
hp 109; **Threshold** 30

Speed 6 squares
Melee lightsaber +20 (2d8+19) or
Melee lightsaber +18 (3d8+19) with Rapid Strike or
Melee lightsaber +22 (3d8+26) with Powerful Charge and Rapid Strike
Base Atk +14; **Grp** +18
Atk Options Acrobatic Strike, Powerful Charge, Rapid Strike
Special Actions Juyo, Redirect Shot, serenity
Force Powers Known (Use the Force +19): *battle strike* (2), *farseeing, Force slam, mind trick, move object, rebuke, repulse, surge*
Force Techniques Force Point Recovery

Abilities Str 18, Dex 13, Con 12, Int 8, Wis 14, Cha 14
Special Qualities fearless, serenity
Talents Armored Defense, Block, Deflect, Force Perception, Greater Weapon Specialization (lightsabers), Juyo, Redirect Shot, Visions, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light), Force Sensitivity, Force Training (3), Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Skill Training (Acrobatics), Skill Training (Use Computer), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +13, Initiative +13, Perception +19, Use Computer +11, Use the Force +19
Possessions lightsaber, light combat armor (as armored flight suit +5, +2 equipment), comlink, Jedi robes

"VADER THINKS HE'S TURNED YOU... BUT I CAN SENSE YOUR FUTURE."
– MASTER RAHM KOTA

Kota's Militia

The men and women serving in Kota's Militia represent an enlightened class of citizens who realize that their civic obligation to the Republic requires their direct involvement in galactic affairs. Despite their varied origins—military academy graduates, CorSec agents, responsible nobles—they all believe the burden of military service shouldn't fall to an army of clones that have no vested interest in the Republic, but to the very people who stand to benefit from victory.

These citizens volunteer when the Clone Wars begin, drawn to Master Rahm Kota because he is one of the few generals leading nonclone forces. They undergo military training under his tutelage, including small-unit tactics and commando operations. The militia undertakes several special assignments and joins other nonclone units such as the Antarian Rangers for larger assaults. Like many of those units, they fall victim to Order 66 and share the same fate as their Jedi commanders: to become hunted outlaws labeled as traitors to the Empire.

During the Dark Times, the militia rallies around Master Kota. The soldiers spend their time ensuring their safety, seeking new havens, establishing bases and contacts, working with allies, obtaining necessary supplies and transport, and staying one step ahead of Vader's agents. Once they stabilize their position, the militia members turn to Master Kota for inspiration in striking back at nearby Imperial installations in the Outer Rim. Most become casualties in these small assaults; they ultimately fall victim to the agents sent by Vader to hunt them down.

Kota's Militia Soldier CL 2
Medium Human nonheroic 8
Force 1
Init +11; **Senses** Perception +5
Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 11
hp 22; **Threshold** 13

Speed 6 squares
Melee bayonet +7 (1d8+1)
Ranged rail detonator gun +9 (3d8, 1-square splash)
Base Atk +6; **Grp** +8
Atk Options Combat Reflexes

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Feats Armor Proficiency (light), Combat Reflexes, Skill Focus (Stealth), Weapon Focus (rifles), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Initiative +11, Stealth +16[H]
Possessions blast helmet and vest (+2 armor), rail detonator gun, bayonet, comlink, 150 credits
H *Human bonus feat or trained skill*

Kota's Militia Saboteur CL 5
Medium Human nonheroic 8/saboteur 3
Force 2
Init +6; **Senses** Perception +5
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 14, Will 18
hp 38; **Threshold** 13

Speed 6 squares
Melee bayonet +9 (1d8+2)
Ranged rail detonator gun +10 (3d8+1, 1-square splash)
Base Atk +8; **Grp** +10
Atk Options Combat Reflexes

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Special Qualities destructive, unexpected results
Talents Shaped Explosion, Skilled Demolitionist
Feats Armor Proficiency (light), Combat Reflexes, Skill Focus (Mechanics), Skill Training (Deception), Weapon Focus (rifles), Weapon Proficiency (pistols[H], rifles, simple weapons)
Skills Deception +10, Mechanics +15, Use Computer[H] +10
Possessions blast helmet and vest (+2 armor), rail detonator gun, bayonet, 3 land mines, comlink, 150 credits
H *Human bonus or trained skill*

Kazdan Paratus

Not all Jedi who survive Order 66 manage to escape unharmed. After being betrayed by clone troopers and branded a traitor by Palpatine, the Aleena Jedi Kazdan Paratus flees the carnage and ends up hiding amid the industrial wastelands on Raxus Prime. His accelerated Aleena metabolism reacted poorly to the prolonged stress of serving in the Clone Wars and the trauma of Order 66, sending Paratus into an emotional meltdown and a permanent state of insanity. The once courageous Jedi Knight spirals into a delusional existence of denial and fantasy.

In the first throes of his insanity, Paratus nurtures an inferiority complex focused on his size. As a result, he attaches four prosthetic, mechanical spider arms to his back to provide him with greater size and mobility as needed. As he trains with his new attachments, Paratus enters the next phase of his descent into insanity. The Jedi Knight perpetuates a grand delusion that he is a member of the Jedi Council. Using Raxus Prime's abundant industrial debris and an army of mechanical constructs he creates from junk, Paratus builds an elaborate replica of the Jedi Temple. He populates it with "Jedi Masters" fashioned from debris, with whom he holds sessions as a member of the Jedi Council. Paratus spends his days prowling his Jedi Temple (on the floor, walls, and ceilings, thanks to his spider limbs), consulting the "library," and conducting training with imaginary Jedi Padawans (and honing his own skills). He modifies the animated constructs used to build the temple to become

mechanized guards who protect the temple against its "enemies"—anyone seeking to enter and destroy Paratus's hold over his imaginary Jedi Order.

Most inhabitants of Raxus Prime who discover Paratus's deranged Jedi Temple steer clear of the Jedi. Paratus rarely ventures out of his lair, preferring his custom-made yet delusional environment to the trials of the real world. Those who trespass in his domain must face his automated army of junk guardians and, if they get very far, the wrath of the insane Jedi himself.

Kazdan Paratus **CL 14**
Small Aleena Jedi 9/Jedi Knight 5
Force 6
Init +12; **Senses** Perception +15
Languages Aleena, Basic

Defenses Ref 27 (flat-footed 27), Fort 26, Will 28; Block, Deflect
hp 102; **Threshold** 19

Speed 8 squares
Melee lightsaber +17 (2d8+11) or
Melee spider claw +15 (1d6+8)
Base Atk +14; **Grp** +10
Atk Options Combat Reflexes, Improved Disarm, Melee Defense
Special Actions Adept Negotiator, quick energy, Redirect Shot, Shien, Telekinetic Savant
Force Powers Known (Use the Force +15): *battle strike, Force slam, Force stun, Force thrust, move object, negate energy, rebuke, surge*
Force Techniques Improved Move Light Object, Improved Sense Surroundings

Abilities Str 12, Dex 10, Con 10, Int 14, Wis 16, Cha 14
Special Qualities nimble, quick energy
Talents Adept Negotiator, Block, Deflect, Redirect Shot, Resilience, Shien, Telekinetic Savant, Weapon Specialization (lightsabers)
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Skill Focus (Mechanics), Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +7 (can reroll, must take second result), Initiative +12, Mechanics +19, Perception +15, Stealth +12, Use the Force +15
Possessions lightsaber, 4 prosthetic spider arms (+4 squares to speed), magnifying lens and light, tool kit



Shaak Ti

This Togruta Jedi Master and influential member of the Jedi Council served with distinction as a Jedi High General during the Clone Wars. The Jedi revere Shaak Ti as one of the highest of their Order and among the most accomplished in lightsaber combat. Unfortunately for her, nothing could save her from Palpatine's treachery.

She narrowly survived the carnage of Order 66 and fled to Felucia. She searched the planet for any signs of other Jedi who managed to escape, and ultimately disappeared into the wilderness to flee from Imperial forces and find a safe haven.

The Jedi Master struggled to survive in Felucia's harsh environment and eventually made contact with the native population living amid the dense fungi jungles. She established a rapport with the Force-sensitive Felucians and began training their shamans in specific powers to help them oppose the Imperial troops and minions of Vader that are hunting down the Jedi and seeking to eradicate the native Force-users on the planet.

During this time, Shaak Ti's new apprentice Maris Brood begins experimenting with the Force on her own and starts down the path toward the dark side. Her efforts to train the Felucians, her concern for Maris Brood's divergence from the Jedi path, and the constant struggle to remain hidden distract Shaak Ti when one of Vader's Jedi hunters appears and destroys her, leaving her Padawan and the Felucians to their own devices.

Shaak Ti **CL 14**
Medium Togruta Jedi 8/Jedi Knight 4/Jedi Master 2
Force 6
Init +14; **Senses** Perception +10
Languages Basic, Togruti

Defenses Ref 29 (flat-footed 27), Fort 27, Will 30; Block, Deflect
hp 140; **Threshold** 27

Speed 6 squares
Melee lightsaber +20 (2d8+10) or
Melee lightsaber +18 (3d8+10) with Rapid Strike or
Melee lightsaber +15 (2d8+10) and
lightsaber +15 (2d8+10) with Double Attack or
Melee unarmed +17 (1d4+8)
Base Atk +16; **Grp** +18
Atk Options Acrobatic Strike, Ataru, Battle Meditation, Double Attack (lightsabers), Rapid Strike, Running Attack
Special Actions Acrobatic Recovery, Redirect Shot
Force Powers Known (Use the Force +19): *battle strike, Force slam, Force stun, Force thrust, move object, rebuke, surge*
Force Secrets Devastating Power
Force Techniques Improved Force Trance, Improved Sense Force, Improved Sense Surroundings

Abilities Str 13, Dex 14, Con 10, Int 13, Wis 16, Cha 14
Talents Acrobatic Recovery, Ataru, Battle Meditation, Block, Deflect, Redirect Shot, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Running Attack, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Use the Force +19
Possessions lightsaber, Jedi robes

"ARE YOU PREPARED TO MEET YOUR FATE?"
— SHAAK TI



MARIS BROOD

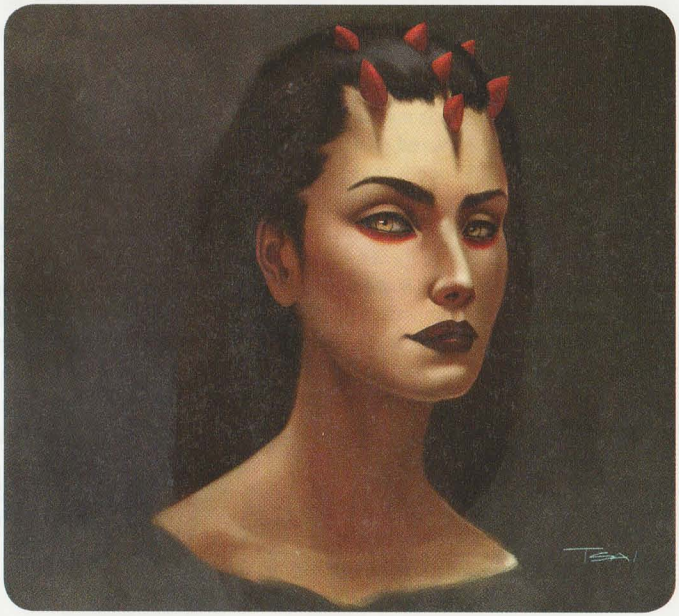
The last Padawan of Jedi Master Shaak Ti, Maris Brood fled to Felucia after serving the Republic during the later years of the Clone Wars and escaping the execution of Order 66. During her time on Felucia—while her Master focused on training the native shamans in the ways of the Force—Brood wandered off on her own, testing her skills against the planet's hostile wildlife and exploring the Force along her own course. After Vader's minion defeats Shaak Ti, Brood is left on her own with the Force-sensitive natives and the harsh Felucian wilderness. Fueled by her anger at Shaak Ti for abandoning her, horror at the carnage of her Master's death, and isolation on the dangerous planet of Felucia, Brood descends toward the dark side. She continues training the shamans in the Jedi arts but, colored by her rage, corrupts many of them into turning to the dark side. Brood establishes herself as the leader of the dark Felucian shamans and trains many rancors to do her bidding. Her most dangerous ally is the bull rancor, which she uses to fend off any intruders into her domain.

Maris Brood CL 7
Medium Zabrak Jedi 7
Force 5; **Dark Side** 12
Init +10; **Senses** Perception +10
Languages Basic, Zabrak

Defenses Ref 20 (flat-footed 18, Lightsaber Defense 21), Fort 17, Will 20; Block, Deflect
hp 69; **Threshold** 17

Speed 6 squares
Melee guard *shoto* +9 (2d6+3) or
Melee guard *shoto* +7 (2d6+3) and guard *shoto* +7 (2d6+3) or
Melee unarmed +7 (1d4)
Base Atk +7; **Grp** +9
Special Actions Lightsaber Defense, Redirect Shot
Force Powers Known (Use the Force +14): *battle strike* (2), *dark rage, move object, rebuke, surge*

Abilities Str 10, Dex 15, Con 9, Int 14, Wis 14, Cha 12
Talents Block, Charm Beast, Command Beast, Deflect, Lightsaber Defense
Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +10, Initiative +10, Perception +10, Use the Force +14
Possessions 2 guard *shotos*, field kit, medpac



Felucians

The natives of the planet Felucia are constantly faced with the ever-shifting balance of the Force on their home planet. Unlike many other primitive cultures, the Felucians are not organized into many tribes, but instead are all members of one tribe that spans the entire planet. As such, the same social hierarchy exists in every Felucian village. The Empire, and the Gossams who settled on Felucia, both failed to recognize this fact, instead treating each village or pocket of civilization as its own tribe or territory. As such, conflicts between the Felucians and the invaders usually escalated as a result of the outsiders' attempts to isolate Felucian settlements from one another.

Felucian Shamans

Among the Felucians, shamans are spiritual leaders and instructors in the ways of the Force. Each Felucian shaman learns to manipulate his or her own natural abilities with the Force and can wield Force powers with greater skill than any other Felucian. These shamans are closely in tune with the flow of the Force throughout Felucia and are constantly on watch for other Felucians who are flirting with the dark side. Despite their vigilance, the Felucians sometimes lose a shaman to the dark side, which causes the community to hunt down the dark shaman and feed him to the Sarlacc.

Felucian Shaman CL 3
Medium Felucian nonheroic 9
Init +10; **Senses** low-light vision; Perception +11
Languages Felucianese

Defenses Ref 11 (flat-footed 10), Fort 11, Will 12
hp 11; **Threshold** 11

Speed 6 squares
Melee skullblade +8 (2d6+1)
Base Atk +6; **Grp** +7
Force Powers Known (Use the Force +15): *Force blast* (2), *move object* (2), *rebuke* (2), *vital transfer*

Abilities Str 12, Dex 13, Con 12, Int 8, Wis 15, Cha 13
Special Qualities breathe underwater, natural camouflage, Force blast
Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Skill Training (Initiative), Skill Training (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Initiative +10, Perception +11, Stealth +5 (can reroll when sneaking and take better result), Use the Force +15
Possessions skullblade, loincloth, warning horn

Felucian Scouts

The harsh nature of Felucia's environment requires most Felucians to train in combat as well as in survival skills. Felucian scouts protect native villagers, forming the core of their society. They hunt, make war on other tribes, and fend off intruders into their territory, particularly Imperial minions sent to exterminate them for their natural Force-sensitivity.

Felucian Scout CL 1
Medium Felucian nonheroic 4
Init +8; **Senses** low-light vision; Perception +9
Languages Felucianese

Defenses Ref 11 (flat-footed 10), Fort 12, Will 12
hp 11; **Threshold** 12

Speed 6 squares
Melee skullblade +6 (2d6+2) or
Melee skullblade +6 (3d6+2) with Mighty Swing
Ranged by weapon +4
Base Atk +3; **Grp** +5
Atk Options Mighty Swing

Abilities Str 14, Dex 13, Con 14, Int 8, Wis 15, Cha 8
Special Qualities breathe underwater, natural camouflage, Force blast
Feats Force Sensitivity, Mighty Swing, Skill Training (Initiative), Skill Training (Stealth), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Initiative +8, Perception +9, Stealth +8 (can reroll when sneaking and take better result), Use the Force +1
Possessions skullblade, loincloth, warning horn

Drexl Roosh

Drexl Roosh is a Rodian thug and would-be crime lord who has set up shop on Raxus Prime. Like many Rodians, Drexl thinks far more of himself than the rest of the galaxy does. Drexl enjoys bossing around his minions and their Jawa assistants, and he always seems to be looking for a fight. Reckless and defiant, Drexl Roosh wants nothing more than to prove to the galaxy that he should be feared and admired. Drexl uses a jetpack for moving about Raxus Prime and also employs it in combat.

Drexl Roosh CL 5
Medium Rodian nonheroic 6/scoundrel 3
Force 3; **Dark Side** 8
Init +6; **Senses** low-light vision; Perception +4
Languages Rodese

Defenses Ref 17 (flat-footed 15), Fort 13, Will 14
hp 26; **Threshold** 13

Speed 6 squares, fly 6 squares
Melee vibroblade +9 (2d6+3)
Ranged heavy blaster pistol +10 (3d8+1) or
Ranged blaster rifle +9 (3d8+1)
Base Atk +7; **Grp** +9
Atk Options autofire (blaster rifle), Combat Reflexes, Point Blank Shot, Skirmisher, Strafe
Special Actions Fool's Luck

Abilities Str 14, Dex 15, Con 11, Int 10, Wis 10, Cha 12
Special Qualities heightened awareness
Talents Fool's Luck, Skirmisher
Feats Combat Reflexes, Point Blank Shot, Skill Training (Persuasion), Strafe, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +10, Perception +4 (can reroll, must take second result), Persuasion +10
Possessions vibroblade, heavy blaster pistol, blaster rifle, comlink, jetpack, various personal belongings

Drexl Roosh's Gang

Drexl's gang is a small band of thugs, scavengers, and criminals that operates out of Raxus Prime. Drexl has managed to set up a rather impressive salvage operation on the junk-covered planet, and he uses his Rodian minions to produce scrap and other goods that can be sold to offworld traders. Drexl has little regard for the lives of his gang members, and even less for the lives of those who attempt to interfere with his operation. Drexl's scavengers pick apart any junk found on the planet, looking for valuable hunks of metal or intact mechanical parts. On many occasions, Drexl's gang has come into conflict with the Core, the massive computer system that coordinates Raxus Prime's automated labor population. Drexl continues to reap the rewards of his boldness while defying the Core's droid legions at every turn.

Drexl's Gang Member CL 2
Medium Rodian nonheroic 6
Dark Side 4
Init +10; **Senses** low-light vision; Perception +1
Languages Rodese

Defenses Ref 14 (flat-footed 12), Fort 10, Will 8

hp 16; **Threshold** 10

Speed 6 squares
Melee vibrodagger +7 (2d4+3)
Ranged heavy blaster pistol +6 (3d8)
Base Atk +4; **Grp** +7
Atk Options Combat Reflexes
Special Actions Coordinated Attack

Abilities Str 16, Dex 15, Con 11, Int 10, Wis 6, Cha 8
Special Qualities heightened awareness
Feats Armor Proficiency (light), Combat Reflexes, Coordinated Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Initiative +10, Perception +1 (can reroll, must take second result)
Possessions vibrodagger, heavy blaster pistol, blast helmet and vest (+2 armor), 50 credits

Jawas

These diminutive scavengers and technicians are native to Tatooine, but a few small groups have spread throughout the galaxy in enclaves wherever others require their mechanical services. Raxus Prime provides an entire clan of Jawas with a planet's worth of factories and other infrastructure installations to maintain and vast industrial wastelands that they prowl for spare parts. Drexl Roosh often uses Jawa scavengers to supplement his own gang's operations.

Jawas do not usually exhibit aggressive behavior. Although they carry ion guns to disable droids and other electronics during their scavenging operations, they rarely attack others unless in self-defense.

Jawa **CL 2**
Small Jawa nonheroic 6
Init +5; **Senses** Perception +10
Languages Jawa, Jawa Trade Language

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12; Dodge
hp 18; **Threshold** 9

Speed 4 squares
Melee unarmed +4 (1d3)
Ranged ion pistol +6 (3d6 ion)
Base Atk +4; **Grp** +1
Atk Options Trip

Abilities Str 9, Dex 14, Con 8, Int 15, Wis 14, Cha 8
Feats Dodge, Skill Focus (Mechanics), Trip, Weapon Proficiency (pistols, rifles)
Skills Mechanics +15, Perception +10, Stealth +15
Possessions ion pistol, datapad, tool kit, satchel, 2 energy cells, mesh tape, 70 credits

Ugnaughts

These natives of Gentes have long suffered various degrees of slavery. Their rugged build and aptitude for mechanics make them ideal industrial workers, but their lack of planetary defenses and military structure make them vulnerable to the more aggressive powers in the galaxy. Throughout history, different forces—both official governments and corporate entities as well as freelancing slavers—have raided Gentes and exported entire communities of Ugnaughts to industrial sites across the galaxy.

Ugnaughts suffer under slavery during the Clone Wars, too, as Separatist forces raid Gentes and haul away thousands of Ugnaughts to work in factories producing weapons, droids, and vessels, including the droid foundries on Geonosis. Many escape in the aftermath of battles and sieges, leaving the scarred worlds to establish independent enclaves. The floating Tibanna gas mining installations of Bespin have long provided one of the few free havens for expatriate Ugnaughts; here they maintain both the mining machinery and the infrastructure facilities that keep the cities aloft. Over the years they have become valuable members of the Bespin populace.

Ugnaught **CL 2**
Small Ugnaught nonheroic 6
Init +3; **Senses** Perception +5
Languages Basic, Ugnaught

Defenses Ref 11 (flat-footed 11), Fort 11, Will 12; Dodge
hp 27; **Threshold** 11

Speed 6 squares
Melee hydrospanner +6 (1d6+2) or
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +4 (3d6)
Base Atk +4; **Grp** +1

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 14, Cha 8
Feats Dodge, Skill Focus (Mechanics), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +15, Use Computer +9
Possessions blaster pistol, hydrospanner, datapad, tool kit, work coveralls, 50 credits

Wookiee Berserkers

After the Empire blockaded Kashyyyk and began enslaving Wookiees, renegade Wookiees formed small bands of berserker units to fight Imperial forces, with the ultimate goal of liberating their homeworld. Some units are made up of individuals far from Kashyyyk who manage to escape Imperial imprisonment. Others suffer under captivity in penal labor colonies before escaping and fighting their way to freedom. All fuel their fighting fervor with rage at what the Empire has done to them, their homeworld, and their

people. Many harbor mistrust of all Humans, even those who seek to aid them, thanks to the Empire's policy promoting Human High Culture and its brutal persecution of many alien species. Since most law-abiding citizens recognize Wookiees as dangerous enslaved aliens, berserker groups remain in hiding, their mobility limited to clandestine transportation methods.

Wookiee Berserker **CL 2**
Medium Wookiee nonheroic 8
Init +15; **Senses** Perception +5
Languages Basic (cannot speak), Shyriiwook

Defenses Ref 11 (flat-footed 10), Fort 12, Will 11
hp 36; **Threshold** 12

Speed 6 squares
Melee unarmed +9 (1d6+3)
Ranged bowcaster +7 (3d10)
Base Atk +6; **Grp** +9
Special Actions rage

Abilities Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 8
Feats Dreadful Rage, Extra Rage, Skill Focus (Initiative), Weapon Proficiency (rifles, simple weapons)
Skills Endurance +11, Initiative +15
Possessions bowcaster, satchel, 40 credits

Beasts

Though the Empire is the greatest threat during the Dark Times, many heroes have met their end at the hands (or claws) of a dangerous creature native to alien worlds. The following beasts, each native to the fungal world of Felucia, can be used in a *Force Unleashed* campaign to provide new challenges for the heroes to face while in any wilderness setting.

Bull Rancor

The bull rancor is seemingly a creature of myth rumored to populate the deepest jungles of Felucia. With huge tusks and a massive spined tail, a bull rancor is much larger than most other rancors and is incredibly dangerous. The bull rancor is incredibly long-lived and exceedingly rare; Imperial biologists have yet to capture one for study. Based on the accounts of the native Felucians, these creatures are believed to emerge from the deepest jungles only once every few years. A bull rancor is dangerous, even to other rancors, and the creatures usually live in solitude.

Bull Rancor **CL 13**
Gargantuan beast 12
Init +5; **Senses** low-light vision; Perception +9

Defenses Ref 14 (flat-footed 14), Fort 16, Will 8
hp 186; **DR** 15*; fast healing 5; **Threshold** 36

Speed 8 squares
Melee 2 claws +17** each (1d8+26) or
Melee bite +17** (2d6+26) or
Melee tail +17** (1d8+26)
Fighting Space 4×4; **Reach** 3 squares
Base Atk +9; **Grp** +39
Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 38, Dex 9, Con 31, Int 2, Wis 7, Cha 15
Special Qualities fast healing 5
Feats Cleave, Crush, Pin, Power Attack, Toughness
Skills Perception +9

Fast Healing 5—A rancor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.
** Lightsabers do not ignore a bull rancor's damage reduction.*
*** Includes 6 points of Power Attack.*

Felucian Ripper

A dangerous creature that dwells in the shallow rivers and creeks flowing throughout Felucia, the Felucian ripper has a wide body and a large mouth filled with jagged teeth. A Felucian ripper can hide even in the shallowest of water, and can actually leap out of the water to attack other creatures, provided that the ripper ends its movement back underwater.

Felucian Ripper **CL 5**
Medium beast 6
Init +6; **Senses** low-light vision; Perception +4

Defenses Ref 15 (flat-footed 12), Fort 11, Will 11
hp 33; **Threshold** 11

Speed 10 squares
Melee bite +6 (1d6+5) or
Melee bite +4 (2d6+5) with Rapid Strike or
Melee bite +8 (2d6+8) with Rapid Strike and Powerful Charge or
Melee tail slam +6 (1d4+5)
Fighting Space 2×2; **Reach** 1 square
Base Atk +4; **Grp** +7
Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con 13, Int 2, Wis 12, Cha 8
Special Qualities aquatic
Feats Powerful Charge, Rapid Strike, Running Attack
Skills Stealth +11

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